HearthStone (like) Project

September 23, 2018

Project Setup

- Form teams of 4 people.
- Choose a team name
- Initialize a new repository on
  https://github.com/JavaSTMN

Objective

Develop a **prototype** for a card game given:

- A tight time frame
    - Due date **03/12/2018**
- Limited resources
    - 4 people
    - 3 *official* work days

Constraint: Develop using `Java` and Oriented Object Programming (not JS...)

Context

- Teams organized as **responsible** SCRUM teams:
  - Teams **commit** to deliver an agreed scope.
  - Teams **choose** their solutions (respecting given previous constraint)
- Define team roles (PO, Dev)
- Respect SCRUM framework
  - Honor your ceremonies (i.e. Daily scrum, refinements. . .)
  - Use SCRUM artefacts (e.g. Product backlog, Sprint backlog. . .)

The Game

HearthStone is a card game where two players battle against each other. A player wins when he first destroys the other player. For that, he uses his cards and their special effects.
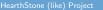
Main game elements:

Hero

A hero represents the player and has:

- health points
- a class (e.g. mage, druid, warrior...) and a class skill/power.

Skill

A special ability that costs 2 cristals and can be used once a turn (e.g. Mages' fireball skill deals 1 damage to a character).

Cards

Cards are the central game element that will enable a player achieve his main goal, namely reduce the other player's character's health first to 0. A card has:

- a cost
- a type (e.g. creature, spell, weapon. . .)
- an effect
    - a creature card summons a creature that can attack other characters
    - a weapon card equips a hero with a weapon
    - . . .
- a class (i.e. some cards can only be played by a class of hero)

Deck

A deck is a set of starting cards. A deck is associated to a hero class.

Cristal

Cristals represent the energy available to a player. Cristal are spent to use character's skills and play cards.

Gameplay

- Before a match, each player chooses a hero class and a deck compatible with the chosen class.
- Each hero starts with 30 health points.
- Cards in each deck are shuffled.
- Each player start with 1 cristal.
- Each player starts with 3 cards in his hand. The second player start with an extra coin card, which, when played, give him an extra cristal.
- Each player can play during its turn.
- During its turn a player spend it cristals to play cards available in his hand. Cards can be played by spending cristals equal to their cost. The player use the cards' special effect to try and win the match.
- At the start of a new turn, player gain an extra cristal and draw a new card.

Initial scope

- 1 playable hero class.
- 10 playable cards.
- Deck of 20 cards.
- A fully playable prototype (incl. UI).