

# Project: Legends of Quintessence

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# Game Description

A card game where you use your cards to attack your opponent's base and to defend your own base. The object of the game is to get your opponent's base's hit points down to zero. Legends of Quintessence bases much of its game logic on [The Legends of Runeterra](#) card game. It is a strategy based game where you select cards to play while conserving resources, attacking your opponent, and defending your own base.

## Overview of Game Play

- The game will be a 2-player turn based game.
- At the start of the game :
  - Each player is given a randomized deck of cards.
  - Each player starts with 3 cards in their hand.
  - The player that goes first, is decided at random.
- Each round the player receives that number of resources up to 5, e.g.
  - On round 1, each player receives 1 resource. On round 2, each gets 2 resources, and so on.
  - For round 5 onwards, both players receive 5 resources at every round start
- Players spend their available resources in order to place cards from their hand onto the board, i.e.
  - If a card requires 2 resources to be placed onto the board, then the player must have at least 2 resources to move that card to the board.
  - Once a card is moved to the board, the resources are subtracted from that player's available resources for that round.
- Players attack and defend their bases by
  - choosing cards to put into play and arranging them on the field,
  - only cards that are on the player's side of the board may be put into play
- The game objective is to get through the other player's defenses and attack their base directly. Once a player's base's hit points get down to zero, the match is over.

## Game Rounds

### Attacking player

- Attacking player always takes the first turn each round; attacker is chosen randomly at the start of the match and alternates between players thereafter

#### Actions:

- **Attack:** this action is only available once per round. This action is only available if the player has a card on their side of the board. In order to attack the player plays any or all of the cards on their side of the board (a player can NOT play a card directly from their hand or deck), then they confirm the attack action at which point their turn ends.

- **Select a card:** this action is only available if the player's resources are greater than or equal to the resource cost of any card in hand. In order to select a card the player must choose the select card action, select the card they want, and confirm selection at which point the card they selected is placed on their side of the board and the player's turn ends. If the player has 5 cards on their side of the board already they must select a card to replace and confirm the replacement at which point the replaced card is removed from the match.
- **Skip turn:** this action is available whenever it is the player's turn. In order to skip turn the player must select the skip turn action at which point their turn ends.
- **End round:** this action is only available if both players have completed one *skip turn* action consecutively at which point this would be the third action after two skip actions. In order to end the round the player must select the end round action at which point the round ends.

### Defending player (always takes the second turn each round):

#### Actions:

- **Defend:** this action is only available if the attacking player completed the attack action (see Attack action for attackers in Game Rounds section). In order to defend the player must play a card from their side of the board and confirm their defend action at which point combat is resolved (see *How Combat is resolved* in Game Description section).
- **Select a card:** this action is only available if the player's resources are greater than or equal to the resource cost of any card in hand and the attacking player has not completed the *attack* action. In order to select a card the player must choose the select card action, select the card they want, and confirm selection at which point the card they selected is placed on their side of the board and the player's turn ends. If the player has 5 cards on their side of the board already they must select a card to replace and confirm the replacement at which point the replaced card is removed from the match.
- **Skip turn:** this action is available whenever it is the player's turn and the attacking player has not completed the attack action (see *Attack action* for attackers in Game Rounds section). In order to skip turn the player must select the skip turn action at which point their turn ends.
- **Skip Defense:** this action is only available if the attacking player has completed the attack action (see Attack action for attackers in Game Rounds section). In order to skip block the player must select the skip block action and confirm at which point combat is resolved (see *How Combat is resolved* in Game Description section) and their turn ends.
- **End round:** this action is only available if both players have completed one *skip turn* action consecutively at which point this would be the third action after two skip actions. In order to end the round the player must select the end round action at which point the round ends.

## Round End Conditions:

1. *End round* action has been completed by either player
2. *Attack* action has been completed by the attacking player and both players have less resources than all of the resource costs of cards in their hand.
3. Match ends

## How Combat (Attack and Defense) is resolved

1. You attack the card directly in front of your card. If there is no card in front of your attacker, then you directly attack your opponent's base.
2. **The attacking card is not defended:** the attacking card's attack power is subtracted from the defending player's base health
3. **The attacking card is defended** (a card is played by the defending player):
  - The attacking card's attack power is subtracted from the defending card's defensive power.
  - The defending card's attack power is subtracted from the attacking card's defensive power
  - If either card's defensive power is 0 or less then the card is destroyed.

## Cards

- Each card has 3 attributes attached to it.
  - **Attack Power:** The amount of damage it can do.
  - **Defense Power:** The amount of damage it can take.
  - **Resource Cost:** The amount of resources that are required to put that card into play.
- Each player starts with a deck of 20 cards, that are randomly chosen and assigned.
- At the start of each turn, a card is drawn from the deck and placed into the player's hand. Up to 5 cards are allowed in the player's hand. Each turn you get a single additional card if you have less than 5 cards in your hand.
- Once your deck has no more cards, then you will no longer replenish your hand or board.
- A player can only place cards from their hand onto the board. The player can only choose a card to put on the board if they have enough resource credits.
- The better the card, the more resources are required to put that card into play.
- Only a card already on the board can be placed into play for attack or defense.
- Once a card is in play, it can only be removed if it is defeated during an attack.
- At the end of the round all cards still in Play are moved back to on Board.
- A player can have no more than 5 cards in play at any given time.