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| A picture of a winding road and trees  CI328 Group Project  A card game of D&D | Abstract  This project is for a multiplayer game made with JavaScript and TypeScript based functionality. The game includes online features as well as gameplay interactivity.  Scott Finlayson, Rowan Spencer, & Charly Zhu  University of Brighton |

# Game summary

## Game objectives

With the card game we planned to make our objectives were to create a basic yet innovative game which could be played on mobile or computer. Our outline for the game consisted of creating cards based on the game Dungeons and Dragons which features many RPG stereotypes, this allowed us a lot of design creativity as out initial idea has a lot of potential branch points. The objective when playing the game is the same as every other card game, beat your opponent by playing your cards in an optimal order.

## Game Rules & Gameplay

As the project we have created is a card game we have to implement a lot of strict rules to ensure everybody is playing fairly. During out design phase we set a few base design points before moving on to the rest of the game.

# Storyboard

Gameplay & design screenshots

# Implementation specification

# Network Utilisation

# Critical Review

# Assets & References