Start Program

Form field, welcome to league of dueling monsters, read rules?

Load Screen, load decks, get needed assets

Rock paper scissors for first turn, first player is player 1

Go to winner turn (0th turn cant attack)

Start Phase

Draw Phase

Main Phase

Make plays, allow 1 Normal summon/Tribute summon (If stars < 4 Allow, if stars 5||6, sacrifice must be at least 1 subtract 1, if starts more than 7 sacrifice must be at least 2 subtract 2

Sacrifice mechanic, Ask if want to sacrifice, If summon = true cant summon again

Attack Phase

Attack if turn > 1

Check if opponent has monster

If true, direct attack

If false check if monster is in attack calculate damage

If false and DEF = true, check if ATK > DEF

End phase

Set sacrifice to 0

If player = 1 then player = 0

If player = 0 then player = 1

Do while player 1 || player 2 LP > 0

If player 1 LP = 0 || < 0 Player 1 lose, Player 2 win

If player 2 LP = 0 || < 0 Player 2 lose, Player 1 win

\_\_\_ has won

Other mechanics

Preset decks

Card Menus

No graveyard or delete cards in graveyard from memory

Gestures

Voice Commands

Global Variables – LP 8000, Turns 0

Base code

Life point system

Links to asset file

Turn system

Who goes first

Player 1 and 2 are entities

Excel sheet

Read in as string and convert to ints

Turn system

Start – Not much happens

Draw – force draw

Main – summon phase

Attack – Attack other player

End – Loop to beginning, go to other player, turn +1

Responsibilities

Ethan – Database

Raymond – Base Code

Eddie – Models and design

Dean - AI