

# TOP --- DECK

- User Manual -  
Memory Leaks

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## How to Play

### PREGAME

Select a class to your liking. Each class has 8 unique cards, so be sure to click on each character portrait to check them out!

After class selection, there will be a flip a coin to determine drafting and playing order. Whoever drafts first, plays second and vice versa.

Take turns drafting two cards each until you select 12 additional cards.



### GAME TIME

Each player starts with 20 health, 0 attack, and 2 stamina.

Take turns playing, placing, and shuffling cards.

Playing Cards cost 2 stamina.

Placing Cards cost 1 stamina.

Each player has two shuffles per game.

Stamina is increased by 2 each turn. Max Stamina is 10

There are damage cards, buff cards, debuff cards, and many more!

Damage Cards do raw damage to your opponent. Some do static damage while others are impacted by your current attack stat.

Buff Cards can boost your stats like attack and health.

Debuff Cards can do damage overtime, block healing, reduce stamina, etc..

Each player can have 3 buffs and 1 debuff affecting them at once.

If you knock your opponent's health to 0, you win!

## More in depth Button and Screen Functionality

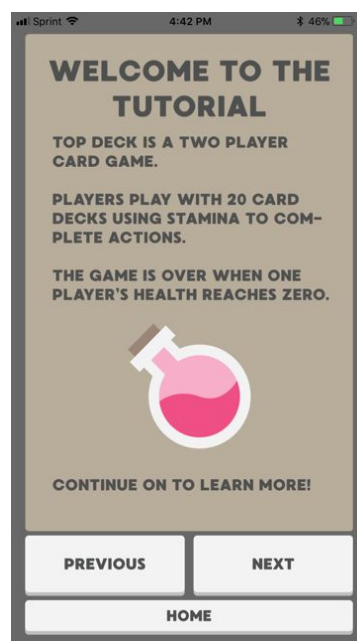
To the left is the **Main Menu** screen. This is the screen you're greeted with upon opening the app.



- **Start Game:** This button will take the user to the Game Type Selection Screen (shown on page 4)
- **Tutorial:** This button will take the user to the tutorial screen (shown on page 3)

To the right the **Tutorial** screen. This is the screen teaches the user(s) how to play the game

- **Previous:** This button will move to the previous tutorial image. If this button is hit at the beginning of the tutorial, the last tutorial image will be displayed.
- **Next:** This button will move to the next tutorial image. If this button is hit at the end of the tutorial, the beginning tutorial image will be displayed
- **Home:** This button will take the user to the Main Menu screen (shown on page 3)



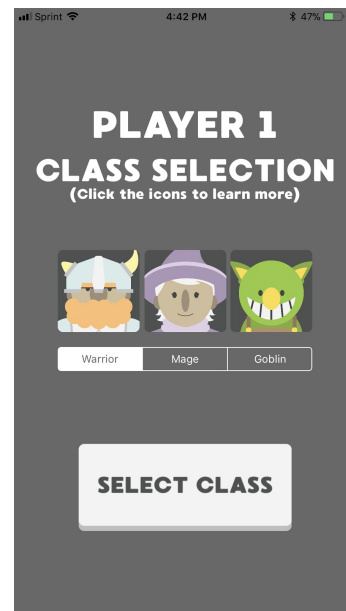


To the left is the **Game Type Selection** screen. On this screen the user can select local or online

- **Local Play:** This button will start a local game. This button will take the user to the class selection screen (show on page 4)
- **Online Play:** This button will start an online game. This button will also take the user to the class selection screen (show on page 4)

To the right is the **Class Selection** screen. On this screen, Player 1 and 2 selects their class

- **Class Icons:** Each class icon is a separate button that will open a popup that shows what cards a player is given for selecting said class. An example of this popup can be seen on page 5
- **Class Segmented Buttons:** Users can use this to select different classes. Defaults with Warrior.
- **Select Class:** This button will confirm player 1's class selection and take them to a second class selection screen for player 2. After player 2 selects their class, this button take the user to the Coin Flip screen (shown on page 5).



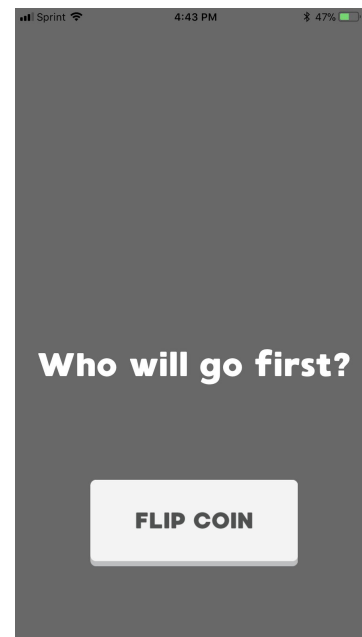


To the left is the **Deck Contents** Popup. On this screen the user can see the contents of a chosen deck

- **Previous:** This button will shows the previous card image in the deck
- **Next:** This button will shows the next card image in the deck
- **X Button:** This button closes the popup, returning to the class selection screen

To the right is the **Flip Coin** screen. This screen decides who drafts / plays first

- **Flip Coin:** This button will flip a coin to decide which player goes first. After the coin is flipped, this button turns into a Next button which takes the user to the Card Drafting Screen (shown on page 6)



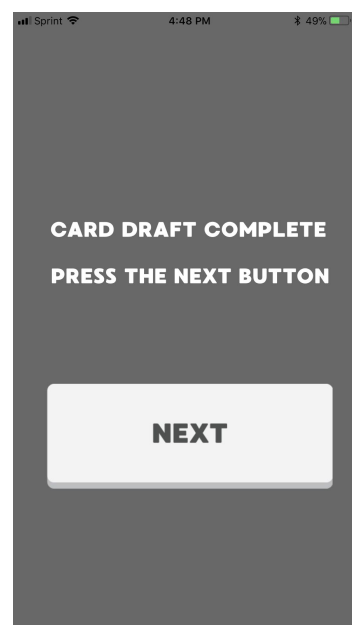
To the left is the **Card Drafting** screen. On this screen the users take turns selecting extra cards to fill out their deck

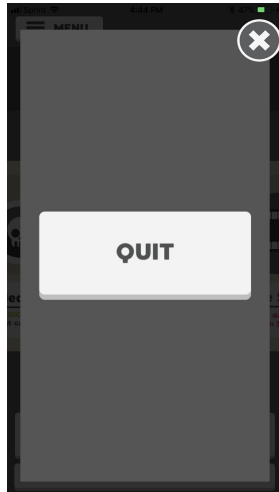


- **Menu:** This button will open a menu popup which allows the user to quit the game (shown on page 7)
- **Add Card:** This button selects the current viewed card to be added to the current player's deck. Does nothing if 2 cards have been selected
- **Remove Card:** this button removes a card that's selected. Does nothing if there are no cards to remove.
- **End Turn:** If two cards have been selected. The selected cards are placed in the current player's deck. Once the cards are added it's now the other player's turn to draft two cards. Once each player has drafted 12 cards, a Draft Complete screen appears (shown on page 6)

To the right the **Draft Complete** screen. On this screen the user is alerted that card drafting is over, and the game will begin

- **Next:** This button will take the user to the Game Playing Screen (shown on page 7)



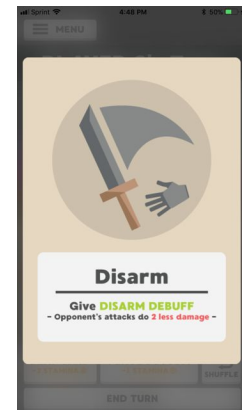


To the left is the **Quit Game** popup. On this screen the user can select whether they wish to quit or return to the game

- **Quit:** This button will quit the game and take the user to a Play Again? Screen
- **X Button:** This button closes the popup, returning to the screen where the Menu button was pressed

To the right is the **Game Playing** screen. This is where the two players fight to the death!

- **Menu:** This button will open a menu popup which allows the user to quit the game
- **Play Card:** For two stamina, this plays your current top card. Playing a card activates the effect written on the card. If you have less than two stamina, this button does nothing!
- **Place Bottom:** For one stamina, this skips your current top card. Skipping a card doesn't activate a card's effect. If you have less than one stamina, this button does nothing!
- **Shuffle:** This button shuffles the current player's deck. Each player only has 2 shuffles each game!



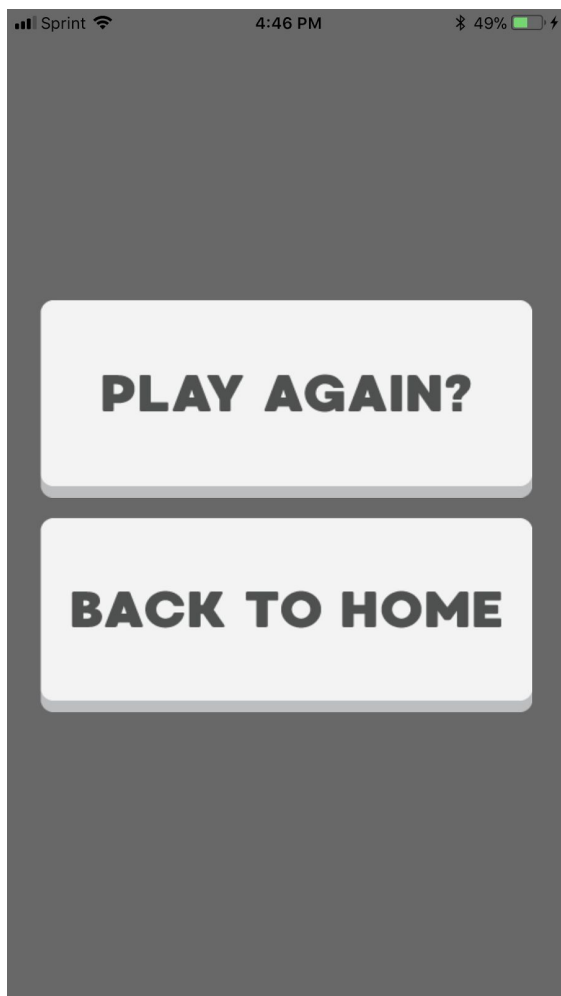


- **End Turn:** This button makes it the next player's turn.
- **Hold Top Card:** Holding these buttons expand the card being pressed. This makes cards easier to see / read. This can be seen in the picture below.

Below is the **Play Again?** screen. On this screen the user can select whether they want to play again or return to the Main Menu

- **Play Again?:** This button starts a new game and takes the user to the Class Selection screen
- **Back To Home:** This button takes you back to the Main Menu screen

Case where Quit button is pressed



Case where a player wins

