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Cart 263.

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**Yu-Meme-Oh** was inspired by the trading card game yugioh. After reading James Bridle's essay "Something is wrong on the internet", I thought that creating a random card-based generator inspired by the design of Yu-gi-oh cards would make for some interesting funny/disturbing cards that you wouldn't want children to play with. The name Yu-meme-oh is a pun on the source material that this project is inspired by and the fact that the cards use many meme images to make up the card faces.

If your not sure what yu-gi-oh is it's a trading card game inspired by the manga of the same title by Kazuki Takahash. Players of the game summon monster to the field in hopes to damage the other player's life points. When a player's life is reduced to 0 they lose the game. However, player's have many ways of winning the game though the use of spell, traps and monster card effects to a them.

Yu-meme-oh is general inspired by monster cards found in yu-gi-oh. Every monster card has a title at the top of the card; a attribute that is found on the top right of the card; a level which is repeated in a number of stars from 1 to 12 under the cards title and starting from the right side; every card also has a card face that has an image of the monster in the center of the card; under the face of the card on the right all cards have a type; under the type there is a text box that tells the monster's effect; and to the bottom right there is an attack and defence stat of the cards power. My project takes all these element found on yugioh monster cards and creates a procedurally generated card. Below you can see the result of a card made with this generator and an actual Yugioh card to compare.

Yu-gi-oh	Yu-meme-oh
	

The card layout is almost the same but as you can find there are some defences. First is that the levels and attributes don't use star for their level nor elements for their attribute. For levels and attributes I use a series of pop culture icons and emojis to represent them. Also the card in Yu-meme-oh are not restricted to the default color of Yugioh monster card which are orange or pale yellow. The rest is close to the same however, Yu-meme-oh's naming and description conventions are meant to be over ridiculous.

How annyang fits into this project is though the voice command Yu-meme-oh! This is a reference to the Yugioh anime as when the main character Yugi changes places with the pharaoh inside him, he shouts out Yu-gi-oh! I wanted to reference though the cards transformation when a viewer shouts Yu-meme-oh, then the cards change. Of course, there is also a button on the top right of the page that does the same when clicked.

### Work cited

Source of the Manga

Takahashi, Kazuki. *Yu-Gi-Oh!*. Shueisha, 1996.

Source of the meme images

<http://memedad.com/>

Source of the icon images

<https://www.iconfinder.com/iconsets/geek-3>

<https://www.iconfinder.com/iconsets/fat-face>

Source of the array of code that I took from.

<https://github.com/dariusk/corpora/tree/master/data>

Example card link below

<https://www.google.com/imgres?imgurl=https%3A%2F%2Fpinimg.com%2Foriginals%2Fc4%2F03%2F53%2Fc40353ef0cd820cec9dddb046aac7670.jpg&imgrefurl=https%3A%2F%2Fwww.pinterest.com%2Fpin%2F432486370440860676%2F&docid=pB4abR0Vk98xuM&tbnid=-MgAoLdMQYYPoM%3A&vet=1&w=475&h=674&bih=625&biw=1366&ved=2ahUKEwjJm56zuoDhAhWSmuAKHU-oDLkQxiAoAXoECAEQFO&iact=c&ictx=1>