

**Computing & Mathematics**

**Final Year Students**

Project Title (max 50 characters)

CCG Easy Builder

Student Name – max 35 characters

Jack Jay Brewer

Course Title – max 50 characters

Computing and Games Development

Abstract text – max 600 characters

CCG Easy Builder is a tool extension for Unity 3D. It allows users to create card games without any prior knowledge of programming. This tool is aimed at players of collectable card games (CCG) who want to try their hand at making individual cards or entire games themselves but don’t have the skills required to bring them to life in a digital setting. This tool can also be used by the custom card creation community as it would allow them to set up simulation scenarios for their favourite games easily. Inspired by a love of card games and a will to see more unique CCG style games appear, CCG Easy Builder will be as user friendly as possible so that it is accessible to the widest range of potential developers.

Technologies used – max 6 technologies

Unity, Photoshop, C#, Visual Studio, GitHub