

# Game Example



## Basic game

- **Card game 2 players (alternating)**
  - **Player starts with 3 cards and 3 hp**
    - **Play a card from hand to table**
    - **Attack once with each card on table**
    - **End turn (receives 1 random card)**
-

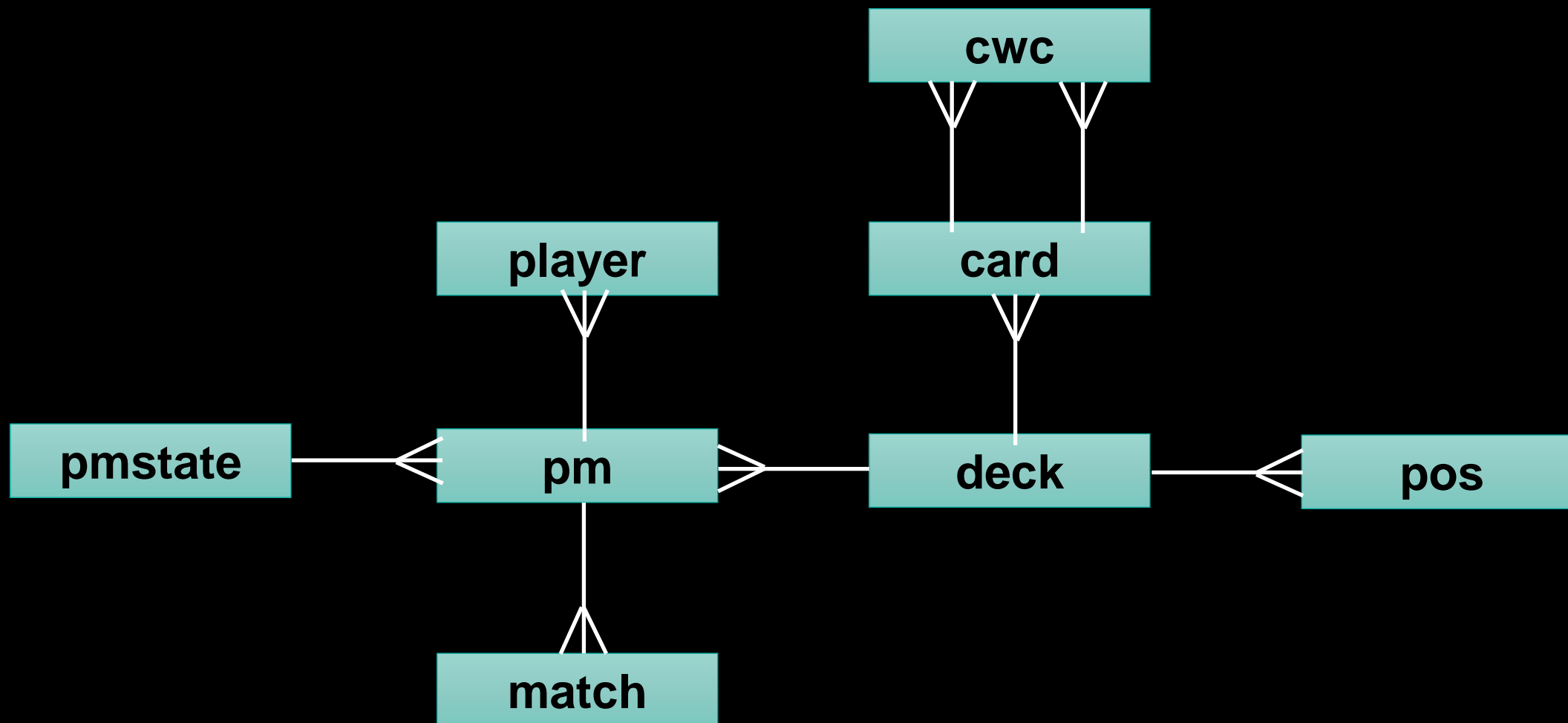
# Attack

- **Any card on the table on the beginning of the turn can attack once (even if it has dropped to zero or below)**
  - **Player chooses which card with positive HP to attack**
  - **When the other player has no card with positive HP the card can attack the adversary (it will take 1 HP)**
-

# **Attack damage and card HP**

- **Cards you receive start with 4 HP**
  - **If your card is a tie against the other it will remove 1 HP**
  - **If your card wins against the other it will remove 2 HP**
  - **If your card loses against the other it will remove 1 HP and loose 1 HP**
-

# Diagram



# Match

```
insert into player (ply_name,ply_passwd) values ('John','Doe');  
insert into player (ply_name,ply_passwd) values ('Mary','Jane');
```

```
insert into match (mt_turn,mt_finished) values (0,false);
```

```
insert into pmstate (pms_name) values ('PlayCard');  
insert into pmstate (pms_name) values ('Attack');  
insert into pmstate (pms_name) values ('Endturn');  
insert into pmstate (pms_name) values ('Wait');
```

```
insert into playermatch (pm_player_id,pm_match_id,pm_state_id,pm_hp)  
values (1,1,1,3);  
insert into playermatch (pm_player_id,pm_match_id,pm_state_id,pm_hp)  
values (2,1,4,3);
```

# Deck

```
insert into cardpos (cp_name) values ('Hand');  
insert into cardpos (cp_name) values ('Table');  
insert into cardpos (cp_name) values ('TablePlayed');
```

```
insert into deck (deck_pm_id,deck_pos_id,deck_card_id,deck_card_hp)  
values (1,1,1,4);  
insert into deck (deck_pm_id,deck_pos_id,deck_card_id,deck_card_hp)  
values (1,1,3,4);  
insert into deck (deck_pm_id,deck_pos_id,deck_card_id,deck_card_hp)  
values (1,1,1,4);  
insert into deck (deck_pm_id,deck_pos_id,deck_card_id,deck_card_hp)  
values (2,1,2,4);  
insert into deck (deck_pm_id,deck_pos_id,deck_card_id,deck_card_hp)  
values (2,1,5,4);  
insert into deck (deck_pm_id,deck_pos_id,deck_card_id,deck_card_hp)  
values (2,1,3,4);
```