# Smash-Crackle-Pow

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Target Audience: General Public/Gaming community

Synopsis: A two-player real-time card game taking inspiration from Marvel Snap and Smash Up.

Description: Smash-Crackle-Pow is a two-player, online, digital card battle game based on a combination of Marvel Snap and the Smash Up board game.

Players are able to generate a 'play' deck of cards to use (for a given match) by SMASHing together 2 of our pre-existing themed ½ decks; the 'play' deck will be a combination of cards from the 2 selected themed ½ decks, shuffled randomly. This mix-n-match deck approach provides replayability and allows for varied strategy without needing to implement an entire card-by-card deck building approach, which is outside of the scope for this project.

Each card depicts a character matching the theme of the deck they came from, with a CRACKLE cost⚡, POWer level💪 , and special ability✨(if the card has one) listed, along with some flavor text. Once both players have created a 'play' deck to use, the game begins. Players are presented with a top-down view of the game-area, with three lanes they are able to play their cards onto (left, middle, right), each lane represented by a location🏔️ card. No locations are visible at the start of the game, they are revealed one-by-one over the course of the first three turns. Location cards are randomized each game and have their own special abilities which impact any cards played into that lane.

Matches last a total of six turns. At the start of each match, players begin with a hand of three drawn cards. At the start of each turn, players will draw an additional card, and can place one or more cards face-down onto a location(s) of their choice. The amount of cards they can play is determined by the player's CRACKLE level for that turn, and the CRACKLE cost of their available cards. CRACKLE begins at 1 for turn 1, and increases by 1 for each subsequent turn. Each player’s POWer level for a location is based on the combined total of any cards they have played there.

The concept of the game is to try and "win" at least two of the lanes by having a higher total POWer level than your opponent in those lanes at the end of turn six.