Legend: Delete

Add/Modify

Out of scope

**Overall Beat By Beat**

1. Enter the game. At the homepage of the game, there should be 3 options on it (basic functions of the game)
   1. Gameplay button
   2. AI shop button
   3. Card collection button

**Gameplay**

1. **Matchmaking**

Pressing the Play button will enter the match preparing page where the player can choose one of default battle card sets and start the PVP game. (Four element on this page: card set selection and ‘Start’ button)

* 1. Enter the match preparing page after press ‘play’ button
  2. Then player should select the game mode they wanna play
     1. (OUT OF CURRENT SCOPE) There should be “Ranked” mode and “Unranked mode”
  3. After clicking “Play” button, the player should select the card set they want to use in the upcoming game.
     1. 1-3 prebuilt card sets
     2. The match preparing page shows the card sets that are prebuilt. Players can only choose from default card sets.
  4. Player can also decide the wager on this page
     1. There are 5 amounts for player to choose:(None, Low, Medium, High, and High Roller)
  5. Then players starts the match with each other
     1. Matching is based on Player’s skill point and their wage
     2. Matching is not based on Player’s rank score

1. **Enter the game**

**Combat**

Players A and player B enter the game after both players finish loading

The player should enter the game once loading is finished.

* 1. After loading finished, the player enters the battleground
     1. Each player draws four cards as start hand
     2. Turn count begins (max turns = 30 turns)
     3. Match timer begins (match timer = 3 min)
     4. Players can choose and play cards after timer begin
     5. Players start with full energy and health (health, energy = 100)
     6. Energy generating speed decided by base and extra optional energy generating buildings
  2. Both Players have 4 cards in hand, player A chooses a card
     1. Players choose which building/units or minions they want to deploy this turn during the “Decision phase”.
     2. Players have 10 sec to decide in the “Decision Phase”.
     3. Detail of units/buildings can be seen under the ‘Building’ tag and ‘Decision Phase’ on the cards
  3. Player A decides which lane he/she want the chosen card to go
     1. Three lanes in total, (Special attack cards don’t need to choose lane, they are applied to the entire map).
  4. Player A drags the card to the picked lane on the battleground
  5. The played card unit starts going forward within its lane, once the action phase starts and attacks immediately when enemy/building in range.
     1. Units automatically attack, the player does not need to direct them after placing them on the battlefield
  6. Once a card has been placed, a random card from the player’s deck is chosen to populate the vacant spot
     1. This occurs each time a card is played
     2. Ensures that there is some randomness to the choices a player can make in battle (and helps prevents spamming the same card)
  7. Player can use special attack cards in the action phase
     1. Each card set only allowed to have one special attack card
     2. Special attack cards have cooldown and energy cost, every special attack card have different cooldown and different energy cost
     3. Player can use special attack multiple times per match, provided they have enough energy and have passed the cooldown period
  8. Go back to ‘d.’: Player A has 4 cards in hand, players choose one card they want to play
  9. Loop from ‘d.’ to ‘h.’, until one player wins the game
     1. every loop counts as one turn.

**Winning conditions**

1. Keep looping (d) to (i) in **combat**
   1. Looping until one player’s base health is 0
      1. If Player A’s base health is 0, the match timer max turn auto-expires and Player B wins
   2. Or until the timer end max turn is reached
      1. The player with more base health will win the game
2. Then both players enter the rewards/statistics page
   1. After checking reward, player can see the match report of the game
   2. Then player can go back to the main menu
   3. Or choose to play again
   4. Or go to view their collection from here

**Buildings**

1. Player has 2 slots to place whichever building they have in their card set before the timer begin
   1. Player places their building(s) in one of the two designated spots (one on the left, one on the right)
   2. Buildings can be attacked when it is in an enemy unit’s range
   3. Buildings have low priority to be attacked (units will prioritize attacking other units even if a building is in closer range than the unit)
   4. Player can choose not to place any building in the battle ground
2. Each different type building has different special abilities
   1. Each energy building can increase the max energy by 30 and increase the energy generating speed by 1 per second (example)
   2. Or defense buildings can attack enemy units in the small range (example)
3. (OUT OF CURRENT SCOPE) Player can repair their buildings if any cards in their card set have special ability to repair the buildings.
   1. For instance, player have a ‘worker’ card in the card set, he/she can place this unit card into battleground to keep repairing damaged building
      1. ‘Worker’ card is also a unit, means it have health and can be killed, unit cards like ‘worker’ can only repair building when they are alive
      2. Special ability like ‘*heal*’ can not heal buildings, only ability with ‘*repair*’ can repair buildings
   2. Player cannot repair buildings if they don’t have card with corresponding ability in their card set
   3. Building here also include the base, means base also can be repaired

**AI Shop**

1. Player enters the shop and selects whether they would like to buy or sell
   1. Buy mode
      1. Player views the cards available for purchase
      2. Player can select a card and read its description and attributes
      3. Player can choose to buy a card, will buy it if they have enough in-game currency for it
         1. The card bought is added to the player’s deck
         2. The in-game currency is subtracted from their account
   2. Sell mode
      1. Player views their cards
      2. Player can select a card and read its description and attributes
      3. Player can choose to sell this card, and will be given the in-game currency that it is worth
         1. The card sold is removed from the player’s deck
         2. The in-game currency is added to their account

**Card Collection**

1. Player enters their card collection
   1. Player can view default decks
      1. Player views default decks
      2. Player can choose one of default card sets.
      3. Player can create a new deck
      4. Player selects the new deck option
      5. Player begins selecting cards to place in their deck
      6. During this mode, the player can view their cards’ values
   2. Player can view their cards’ values
      1. Player clicks on a card to view its description and attributes