

The theme of my project is the online card game Artifact. Though there are multiple rounds the project will focus on the first round in which your hero card spawns with a random number of “creeps” between 0 and 2. Various heroes have different abilities which will be accounted for and the enemy hero and creeps will be randomized before the combat stage is calculated. At that point it will be determined if the players hero survived or not and at what health. A log will be provided in order to track what happens after the player chooses their hero.