

Project

Brief:

The goal is to create a card game that blends the mechanics of a versus fighting game with the strategic depth of traditional card games like *Hearthstone* or *Magic: The Gathering*. The game will include a strategic layer driven by economic management.

In essence, players must constantly decide between boosting their economy to play stronger cards or investing resources into their cards to win battles. This unique mechanic adds an additional layer of complexity, requiring adaptability. Visually, players with a strong economy will be easily recognizable, allowing opponents to scout their progress.

Combat System:

Players will face three opponents, fighting them one at a time until either they run out of health or their opponents do. The combat system takes inspiration from modes like TFT (*Teamfight Tactics*) in *League of Legends* and battle royale mechanics seen in various card games.

Constraints:

Week 1:

Each player places their cards on a grid consisting of X rows and Y columns. Card positioning is crucial, as it can enable or disable certain card abilities.

(X and Y must be configurable)

Week 2:

You must be able to understand, or guess that a player is playing an economic or aggressive game. Also, you must be able to “scout” all players and determine if they have a strong or weak economy.

Scoring Criteria:

- **Base Points**
 - **Phase 1 completion** : 1 point
 - **Phase 2 completion** : 1 point

- **Working build** : 1 point
- **Unit tests** : 2 points
- **GitHub usage (regular commits with meaningful messages)** : 1 point
- **Data-driven approach** : 2 points
- **Workflow management (game entry/exit, win/loss states, etc...)**: 2 points
- **Economy management** : 5 points
- **Card management** : 5 points

Bonus Points:

- **Audio integration**: 1.5 points
- **AI opponent integration**: 4 points

Rewards:

- **Most Beautiful Game**: 1 point
- **Most Innovative Game**: 1 point
- **Most Immersive Interface**: 1 point
- **Most Addictive Gameplay**: 1 point

Note: Rewards do not count toward the final score. A group can achieve a perfect score of 20/20 without rewards. Each group will vote for another team in each reward category.