**Cards and Guards**

**Team register:**

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**Abstract:**

We intend Cards and Guards (**CaG**) to be a web-based 1v1 deck-building game. Users will connect to a central web server in which they can be matched with other users. We want to allow users to be able to take their turn, while the other user takes their turn once the first user has completed their turn. We hope to achieve this so as to allow each user to see their opponent’s moves or actions in real time.

The central gameplay loop will follow 2 players drawing cards from their own randomized decks until they have a number of cards equal to the starting hand size. A random player will be given the ability to play first, after the first turn, players will alternate turns until one player’s life total has been reduced to zero or have zero cards in their library. With the gameplay mechanics in mind, we will implement a system which allows users to better understand the rules of the game and provide helpful tips as needed. Our hope is to provide users with a unique gaming experience and to support multiple diverse play-styles including aggressive, controlling, “midrange”, and other niche options.