Mythmakers Build

Overview

Turn-based card game, also using a board with pieces moving to complete objectives. Two teams of three champions fight to extinguish the other’s flames.

Game Flow

Character selection – screen where each player picks 1-3 champions

Player turn – checks flames, checks effects, player plays cards/moves, cleanup

Game end – Victory/defeat screen, back to start

Assets/Tasks

Stationary isometric camera, with the functionality to move around the board

Game board and pieces

9 distinct decks of 30 cards, unique cards for each deck, and ultimate cards

UI that tracks everything in the character board