**Project Title:** Lords: An Online Deck-Building Game

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**Abstract.**

The objective of this project is to create a multi-player deck-building game, similar to real-world trading card games such as "Magic: The Gathering" or virtual deck-building games such as "Hearthstone". The game focuses on resource management as a core part of its game-play. It features a wide variety of cards with different attributes and abilities.

The player can use these to create their own deck with a wide variety of strategies - overwhelm their opponent with swarms of units, or manage their gold carefully and win the long game. To help them with this strategy, the player also picks one Lord card for their deck, equipped with a powerful ability. Building your deck to synergize with your Lord card's ability is a key aspect to winning the game. The player then take this deck and plays it in one-on-one matches with other players over the internet.

The game's implementation uses a custom written C# server, with Unity and C# scripting used for the client. In the future, the game has ample room for expansion, including a wider variety of cards being implemented, and ranked matchmaking for more competitive players.