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

**Student:** Tyler Thorn

**Supervisor:** Joseph Walton-Rivers

**Abstract.**

The objective of this project is to create a multiplayer 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 has been designed with resource management being a key aspect of the gameplay. It features a wide variety of cards with different attributes and abilities. The player can use these to create their own deck with specific strategies in mind. To help them execute this strategy, the player also picks one Lord card for their deck, with a powerful ability that has the potential to completely define a deck's strategy. The player then take this deck and plays it in one-on-one matches with other players over the internet.

The game's implementation utilizes a custom written C# server, whereas the client was developed using the Unity game engine, with scripts being written in C#.