# Project Goals

## By Week 5

* Produce a small game-design document, detailing the rules, mechanics and gameplay of the game.

## By week 11

* Create an in-game deck builder that allows the player to create decks of their own out of a selection of at least 25 cards.
* Create a (single-player) testable release of the game with proper turn structure, checks in game to prevent cheating, win and loss conditions.

## By Feb

* Create online functionality for the game, allowing players to play online from different areas using a match-making server. Begin playtesting, introduce friends to the game and receive feedback over the next few weeks.

## By end of proejct

* Have at least 100 cards for the players to use.
* Have a polished and balanced (enough) version of the game, based on player feedback.