

The Basics

This basic guide is supposed to help players understand how this works, what they should expect from it, and how to use it.

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Introduction

This is the `card_game` project that I started with my friend to improve our Git & GitHub skills + managing a structure of a project bigger than our usual. After around a month, he quit and I continued this alone and finished *v1*, later progressing to *v2*. As said in README.md file on GitHub page of `card_game`, this is an amateur project, so don't expect much.

I said that the game is supposed to be played on one device by 2 players, but I don't think it should be played at all – the primary reason for its creation and development was improvement in Python. It is not meant to be fun; it's meant to work well. But of course, you can still play it, however, I think the fact that it is not really supposed to be played and enjoyed, can be seen from afar: *PySimpleGUI* is not a module for games in Python, and if I wanted to make a game, I'd probably use *Unity*.

Install & Setup

No virtual environment or IDE is required for you to play this game – it runs in a separate window using the *PySimpleGUI* module, unlike the *v1* version of the game.

After the installer has been downloaded through the MediaFire link in README.md, run it (ignore the windows warnings, as if you downloaded the installer using link provided by me, it is not a virus, and all source code can be seen on the GitHub page), and it will make a new `card_game_v2` or `v1` folder, according to what version you have downloaded.

Go to the folder, and in its root should be an `.exe`, which is the game itself. The rest of the process depends on what version you downloaded and for that, refer to *v1 documentation* or *v2 documentation*. As mentioned in README.md, the game is supposed to be played on one device by two players.

Differences between versions

- **Way of playing**
 - v1) This version runs via command line.
 - v2) This version runs in a separate window, using the *PySimpleGUI*.
- **Character selection**
 - v1) Characters that play are automatically selected and you have no control over what character plays first.
 - v2) You can select what character is going to play yourself (if it hasn't played yet).
- **Checking characters**
 - v1) Not possible
 - v2) You can check character's cooldowns, hp and defense.
- **Energy**
 - v1) The energy system is implemented, every attack takes some energy from the attacker and some characters have actions that reduce others' energy.
 - v2) The energy system is swapped for a better implementation of cooldowns, one for Special Attack, and the other for Special Action