

Simple Social Card Collection & Battling Game

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Background


- An intense card-battling game like Hearthstone, Yu☆Gi☆Oh, and Magic The Gathering.
- With simpler and more straightforward card effects.
- Greatly emphasizing on social elements.
- Easily customizable deck options to support a variety of playstyles.



Tools Used



Design Challenge

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- TCP or UDP
 - Communication Protocols
 - Information Retrieval & Uploading
 - Packets Processing
 - Gameplay Balancing
 - Game Mechanics



Game Rule Explanation



Basic Game Mechanics

- Two types of cards: Buildings vs. Creatures
 - Building Cards: provide SP and VP, takes some turns to activate
 - Creatures Cards: consume SP and provide various effects, protecting allies or damaging enemies
- Two parameters: SP vs. VP
 - SP (summoning points): Determines the number and strength of the creatures on board. Each player has 1 SP and additional SP is generated by finished buildings.
 - VP (victory progress): The only factor determining victory. Each player starts with 0, and whoever the earlier reaching 100 wins the game.

Sample Building Cards



Card: Farm

A basic building, that provides a decent amount of summoning points and victory progress.

Takes 1 turn to finish.
Each turn: Summoning Points +2, Victory Progress +4.



Card: Castle

A defensive building, can deal 2 damage to an enemy unit.

Takes 2 turns to finish.
Each turn: Summoning Points +3, Victory Progress +5.

Sample Creature Cards



Card: Healer

A functional creature, can use 2 mana to recover all friendly creature' hp by 2

Consumes 2 sp to summon and in each turn. Recovers 1 mana at the end of each turn.



Card: Wizard

A powerful attacking creature, can use 2 mana to damage an enemy unit and the unit behind it by 4.

Consumes 3 sp to summon and in each turn. Recovers 1 mana at the end of each turn.

Combat Window

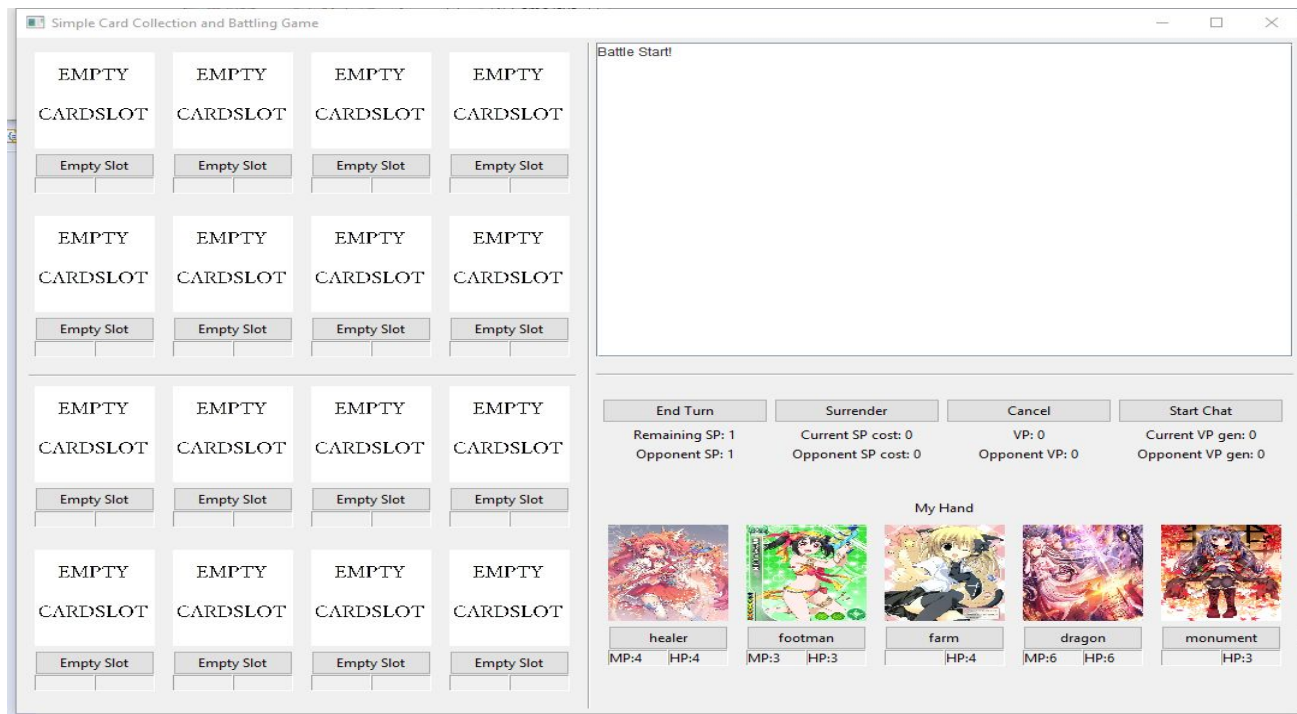
2 x 4 field each

Backline card unattackable if covered by a frontline card.

5 cards in hand

Buttons:

- End Turn
- Surrender
- Cancel
- Start chat





Demo

