

# ATLA

Section 1, Group I



# Outline

1. How did we come up with this idea?
2. How the game works?
3. Parts of the implementation
  - a. The mechanics of the game
  - b. Web app
  - c. Multiplayer
4. Targeted Audience: For all ages to play since it's simple to play, easy to learn
5. Existing games: HearthStone, Clash Royale



## How we came up with this idea

- We wanted to create a strategy card game that is not too complicated and does not take very long to learn
- We wanted to make a game that would work well for all ages
- We wanted to create a webapp that would make the game accessible through any device that has a web browser and is connected to the internet



# How the game works

- 2 player card turn-based game.
- User will have a basic profile
- Player gets a set number of cards (4).
- They can use special attacks
- Cards can have offensive, defensive or gaining health/stamina. Each player can cast a spell or attack on others.
  - Attack (Health /stamina damage)
  - Heal
  - Defensive (Shield)
- We will also add multiplayer



## Parts of the game

- The general game implementation: It will be based on java and will have GUI for the user
- WebApp: Users can enter their connection details and enter a game with their friend
- Turn based multiplayer: Local area network. PLayeres can play on different devices



# Main Features of ATLA

- Easily accessible (simply copy the URL)
- No need to download it
- By entering the specific IP address, you can play with friends by sending the link/specifics
- Local multiplayer network
- Real time Players



# Existing Games

We want to create a game that simplifies existing strategy card games like Hearthstone and Clash Royale



# Thank you

Link to [video](#):

<https://drive.google.com/file/d/1CiRgztZ9AyXe0-vXTGhgvqvsCH1W7Fsz/view?usp=sharing>