
Cards Of Survival

A simple card game.

GITHUB REPO.: [Zense-0](#)

DOWNLOAD LINK: [On Itch.io](#)

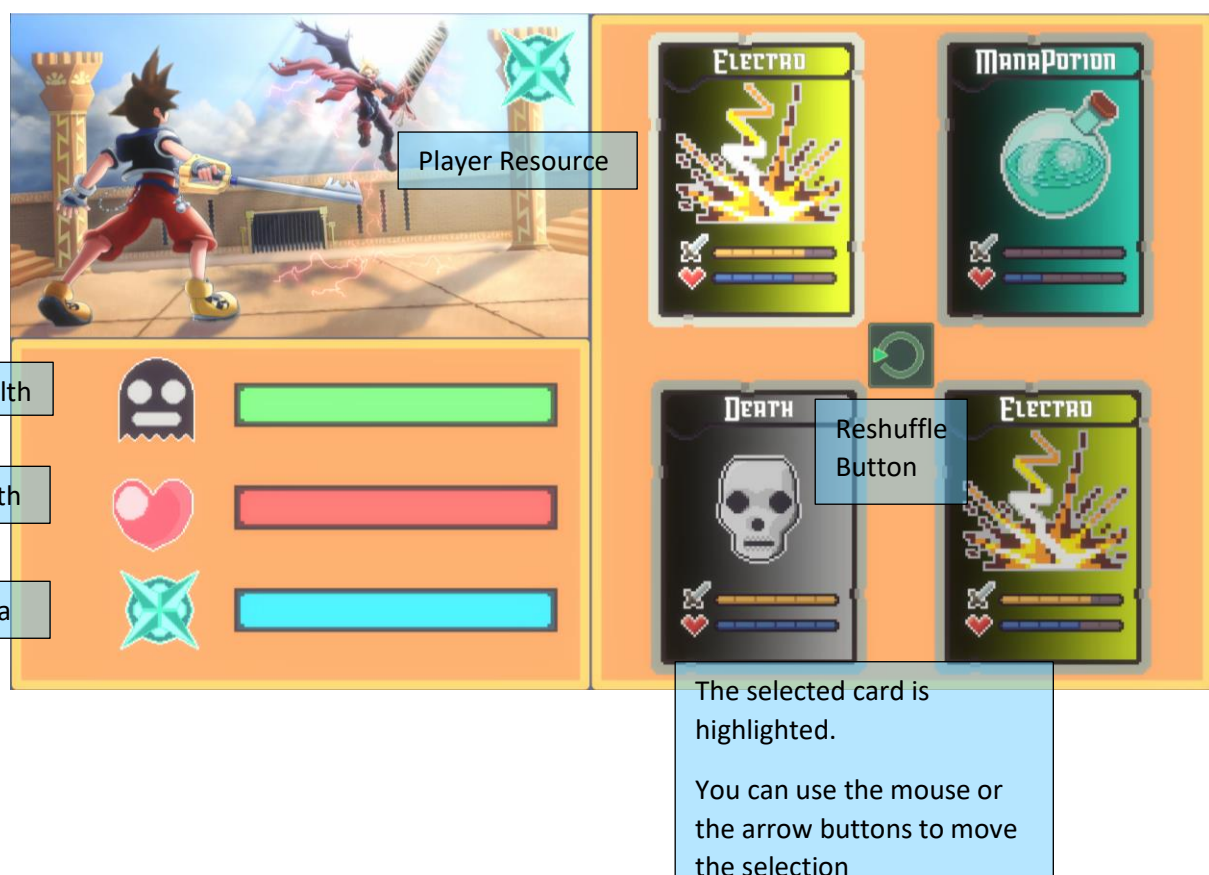
ABOUT ME

I am Deepkumar Patel (IMT2021011).

I have learned the fundamentals of unity. Working in 2d is more interesting for me than 3d. I have completed the course by Rick Davidson, Gary Pettie and GameDev.tv Team on Udemy. Here is my [certificate](#).

GAME MECHANICS

- > To select an option in the main menu, press enter after it gets highlighted.
- > The main idea is to use cards optimally to reduce enemy health using mana or health.
- > the cost becomes double if you use player health instead of player mana.
- > If you feel the cards are not the ones you want, you can use the reshuffle button to get a new set of cards. But this will cost you half your health.



THE ARTWORK AND SOUNDS

- > Art is not my strong suit; I think it turned out pretty good.
- > The sprites of the cards were inspired by some sprites on [pinterest.com](https://www.pinterest.com) but were drawn by me.
- > Aseprite was used to make the sprites. It is software made specifically for pixel art.
- > All the sounds used in the game are free assets available on the internet. They lie in the public domain.
- > The Background in the main menu was possible only because of the help of [DeviantArt.com](https://www.deviantart.com).

PROCESS OF MAKING

- >The concepts I learned from YouTube and the course are used to make this game.
- > Channels like Brackeys , CodeMonkey, and Blackthorn Prod came in clutch.
- > Scriptable Objects are used to make the cards.
- > The language used was C#. The one used in unity.
- > After the prototype was over, my friends helped me test the game. You can now play it yourself by downloading it from itch.io.