

Project Lima Manual

Our project is a turn based, 2-player Northwestern themed card game that has peer-to-peer capabilities. Please read the introduction below about the rules of game.

Objective

Decrease the other player's health points from total to zero by efficiently playing cards.

Player

- Health – At the beginning of game, each player has a Health of 50 credits. When the credits reduce to 0, the player loses the game.
- Wildcat Points [WP]: WP is the resource to place cards on board. If WP is less than the cost of the card, the card cannot be placed onto the board. Each turn, a player gets 5 WPs.
- Deck - Each player has a deck of 30 cards that is a subset of standard 50-card deck.

Card



There are two types of cards, regular cards and ability cards. Every card has a name, image and WP cost. Cards with just these three attributes are ability cards, and interact with the board upon begin played but do not stay on the board. In other words they perform an action once and then are discarded.

Most of the cards in the game are regular cards. Regular cards have two additional elements, attack and defense. These cards, when played, will become members of the board. A card cannot take action until the turn after it is played. On the player's next turn, they will be able to choose which card to attack. You can right click

a card to see its information.

Playing the Game

Connect: Before playing the game, the two players' computer should connect with each other. First, the server must be initiated. One player should input the other's IP address to connect. After connecting, player can create a new game.

The 2D game board interface is split in half, one side for each player. Each player can see their

own hand, and the cards that are on the board.

During a players' turn: Each turn, a player has 5 WP to play per turn. A player must decide which cards to play based on their WP cost values. If the player has any cards on the board, they must make a decision on how to use them, either on the opposing player or the players' cards.

When one card attack the other, the game makes a subtraction between defender's health value and attacker's attack value. If a card's health value is less or equal than 0, the card is removed from the board.

What the board looks like as a game is created by the userPlayer:

