**Project**

Hi, I'm a digital artist who is planning on creating a 2D tabletop card game compatible with ios/android and a desktop, the game will have both single player multiplayer modes. There are 5 types of cards which are the attack, defence, special, support and character cards. The game follows a simple mechanic rule of turn, for example when a player is attacked with an attack card, the player will have to decide whether to block with a defensive card or take damage before the player's turn. The cards are governed by their own rule when played and not necessarily a generic rule for all. When a card is played from a player or enemy deck it appears in the abyss/pit to show that the card is already in play or has been played, any other card played after this stacks over it. Please see attached game design for your reference. The design of the cards and their rules are still in progress. I just need to know if it's possible to get the layout or a prototype of how it will come together. Thanks :)

**Card Mechanics**

For the Card we can just start off by working with just attack and defense card. You can use anything to represent attack and defence for now just to see that the rules work fine.

* **Use this rule for the attack card**

**Attack card** deals 2000 damage to opponent

* **Use this rule for defence card**

**Defence card** stop attack card by deflecting it back to the attacker dealing 2500

Maximum character life point is 10000

**Keys on Design**

* **Character card area:** This is area on the game where the character cards stay.
* **Character card slot:** This is where the character cards stay on the game, it’s a fixed position. There are three slots on the character card area. The character card determines Players life point, energy and defense point
* **Player & Enemy deck:** This is the area on game where the attack defense special and support cards stays after being drawn into the game
* Draw cards: This is the area on the game where all the attack, defense special and support cards are randomly compiled.
* **Draw cards slots:** This slot is the area on the game where a random card pulled from Draw cards stays. There are 5 draw card slots
* **Abyss/pit:** This is the centre area on the game where a card played from player or enemy deck appears. This shows that the card is already in play or has been played and any other card played after this stacks over the previous card in the Abyss/pit.