The App: Spellbook Duels

This app is a simple gameplay app for Spellbook Duels, which is a trading card game. The rules are attached in the directory. The app will have two main functions: deck building and gameplay.

To achieve this, we have four main views and one transitory view. Two views start as main menu tabs to switch between the two main functions of the game. The play screen will allow you to select a deck and start a game, and the decks screen will allow you view a list of all your decks and to select one of your decks to view/edit or create a new deck.

When you select one of your decks from the play screen and start a new game, it will take you to a temporary loading screen—which you can click out of via a back button—and then to the full gameplay. The gameplay will consist of yourself and an opponent you are matched with or yourself and an automated opponent (we’re looking to do the former or even both, but if that turns out to be impractical with the resources we have, we’ll go for the latter). When you win or lose the game, it will return you to the play screen. If you do not want to finish the game or have to leave early, the top right corner will have a settings button which when clicked will give you the option to concede the game and return to the play menu.

When you select one of your decks from the decks screen and hit view, you will be taken to a view that has your decklist at the top (viewable through sidescrolling) and all possible cards for the deck in the bottom (up/down scrolling). If you hit edit, the view will change to edit mode, where an overlay shows buttons that allow you to add and remove cards from the deck. You will be able to hit save to exit out of edit mode, and the changes to your deck will be committed and saved.