



UNIVERSITY OF ŽILINA

Faculty of Management Science
and Informatics

Hearthstone clone

Simple card game written in java

1. Brief introduction

This project was inspired by the world-famous card game **Hearthstone** by Blizzard Entertainment however, it is heavily simplified. The game uses Java Swing as the main module for GUI. The goal of this game is to defeat your opponent through building a strong deck of cards and attacking the opposing hero.

2. User manual

The whole game is controlled only by mouse, whenever the player wants to play a card, they simply click on a card that they want to play onto the board. Current player that is on turn is always at the bottom of the screen. Board is divided into two parts, the top part is for player no. 2, and the bottom part is for the first player.

Combat begins by selecting a deployed card on board and then clicking on the target card. End turn is self-explanatory player clicks on the button and the turn ends.

There are 5 types of cards – minion, buff, spell, AoE spell, taunt. These types closely resemble the original types of cards found in Hearthstone.

Minion is a basic unit, that can attack other cards.

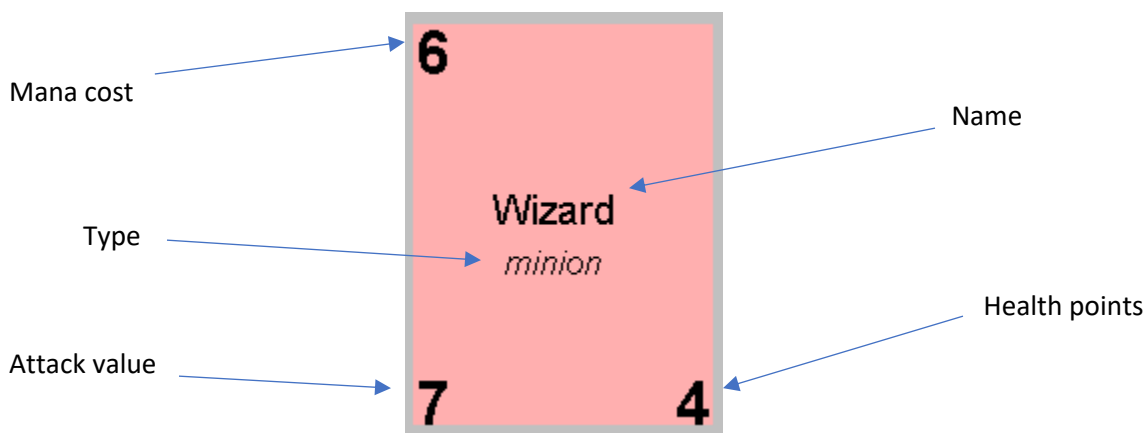
Buff is a type of minion that can increase other minion's stats.

Spell is a non-minion card that the player can use to inflict damage.

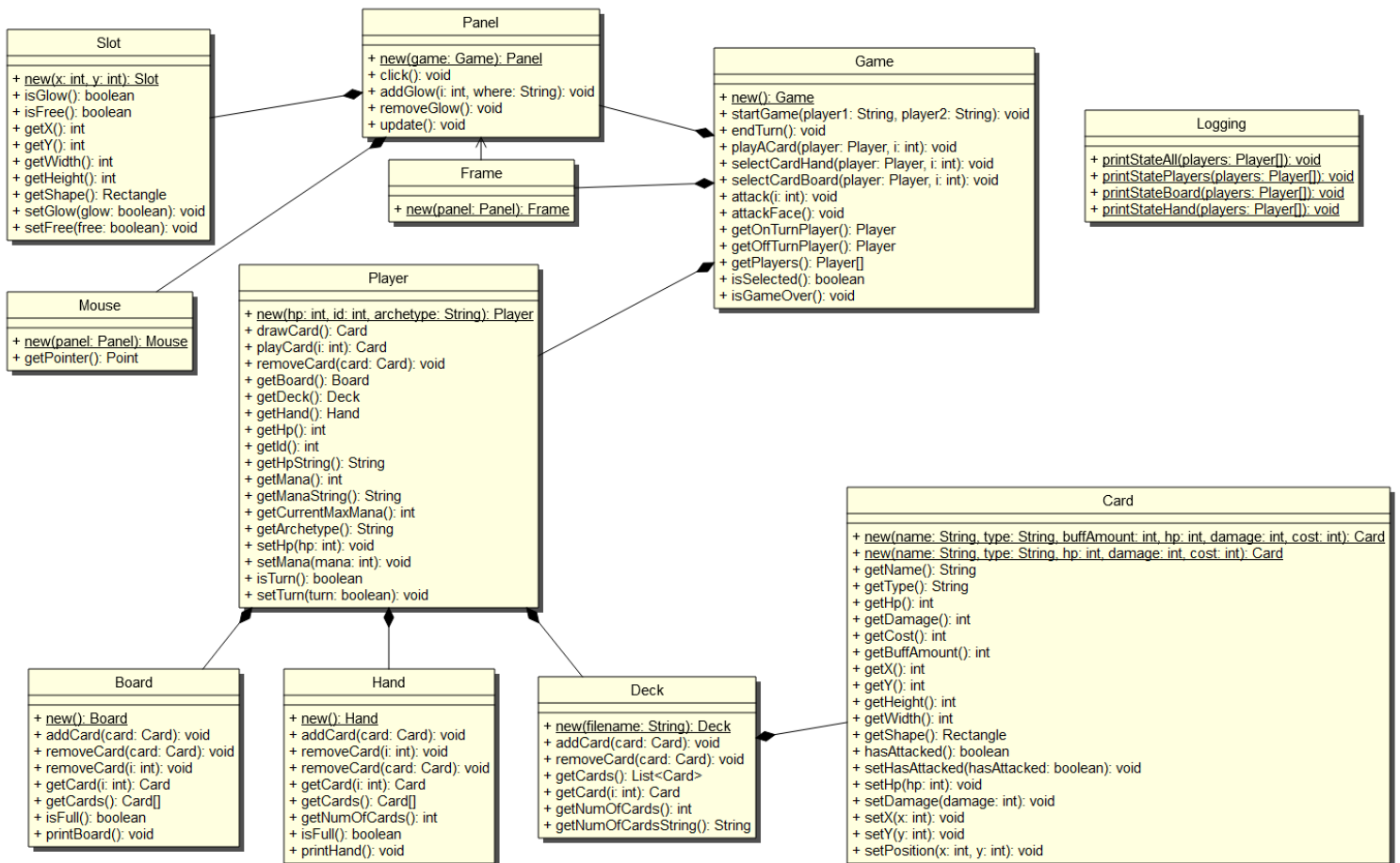
AoE spell is a spell that can hit multiple enemies.

Taunt is a type of minion that protects the hero from being attack by other minions.

Example card:



3. UML Diagram



4. Credits

Blizzard Entertainment – for the idea and images used in this game, all rights go to them

My university teachers who showed me the ropes

Also, I sneaked in some genshin impact characters 😊