



Pirate Fives

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Premise

UNITS

2 players,

DEFENSE

3 types of cards,

SPECIAL

5 cards dealt



Premise

Different combinations of cards yield different results



= 1 unit of ship + Small health for all units + Small special damage



Premise



vs.



Goal: Take down enemy team captain



Inspiration



2D Strategy Games + Card Games



Key Components

Luck

+

Strategy

+

Progression

Player can take a risk
to draw a second time

Certain units only
attack specific units

Optimal strategy changes
as game progresses



Current Progress



Completed:

- Game Logic
- Scoring
- Player turns

Next up:

- Improved graphics
- More exciting win state
- Game-balancing



Demo

<https://youtu.be/gvIb0Q4Cseg>



Questions?

