

Card Game Master Doc

Summary

This game is a TGC (Trading Card Game) crossbreed between Dungeons and Dragons and Hearthstone. As this game is PvE based, with up to four players fighting a raid boss at once, there will be a dice roll mechanic based off of Dungeons and Dragons. Playable cards will be based on DnD classes (Barbarian, Monk, Wizard, ...). Cards will have class-specific abilities that will require mana that gathers as the game goes on. Each card will have their own damage, abilities, and defense that can be increased or decreased based off of attacks, buffs, and debuffs.

Technical Considerations

- Database
 - For now, everything is going to be stored locally in a json file.
- Language
 - Python - Python is known by our group, and this game doesn't require fast efficiency since this is only a turn-based card game.
- API
 - None - Game will be simple enough, an API is most likely not needed
- User Interface
 - Command line - A command line interface will be faster and easier to make given the scope of this project. A GUI is not out of the question though.
- Data Structures
 - Class based - Cards will have their own class, database connection will have its own class, the field will have its own class, interface will have its own class, hand will have its own class, and deck will have its own class.
- Mono-repo vs Micro-service
 - Mono-repo - We don't know how to make or manage micro service projects yet.
- Service-based vs Event-based
 - Service-based - Our group hasn't done enough event based programming yet, given the scope it might be too time consuming to implement.

Non-technical Requirements

- The player can draw a card into their hand.
- The player can play a card from their hand to the field.
- TO-DO: The player can roll a die.
- TO-DO: The player can buff their cards.
- TO-DO: The player can debuff cards.
- TO-DO: The player can deal damage.
- TO-DO: The player can win.

Team Burgundy

- TO-DO: The player can participate in solo or co-op.

Instructions

1. Open the terminal containing the directory of the card game, then run “python main.py” to start.
2. Options will be labeled by a number to the right of the option, type the number in the terminal to run the option.
3. Instructions will be shown in the terminal, follow these instructions to play the game.