

Cards:

- Health
- Attack Power
- Defense

Rules:

- Each player picks 5 cards from their deck.
- Turn based, each player will do changes before a round is played.
- Each turn a player can pick a card to either be defending or attacking.
- On defense:
 - Cards can be damaged.
 - Next attack and defense gets a small buff.
 - Quick drop off for repeated defense turns.
- On Attack:
 - Cards can deal damage to opposing cards.
 - Cards will take small damage but will attack a chosen card.
 - Attack damage given will be determined on attacking cards attack power and attacked cards defense.
 - Damage taken will be determined on attacked cards attack power and attacking cards defense.
- Round is played out after both players turn and damage is accounted for.
- If a card takes more damage than hitpoints, the card is taken out of the deck.
- Winner is the first to make the opponent lose all their cards

Progression:

- Each account has a level.
- XP is earned from playing matches.
- More XP is earned from winning vs losing.
- On level up, you are given a card pack that gives you a random set of user submitted cards.
- Cards are earned in fibonacci series: 1, 2, 3, 5, 10, 15, 25. Maxes out at 25.
- If the user wants more cards you can buy packs.
- May change the level scheme in the future.