~ Sunday, January 18th last day

November 24, 2015

**Mechanical, Primary Objectives:**

~~Implementing Finished Deck Class~~

~~Turn Cycles (mechanical and visual representation)~~

Spell, Ability Handling

~~Winning, Losing, Victory Point Accumulation~~

Easier Secondary:

Basic Animations

Guard (1 time taunt)

Flash Hand/Boon

Raycast for selected, show magnified card view

**Secondary Objectives:**, Deck Builder, Day/Night Cycles, **Boons** (Flash Hand), **Abilities**, Guard, Deck Variety, Testing Mechanics, Art

Legions Mirror: Disable, Tempo Creatures

Boons: Draw cards, AOE spell, few balanced faction specifics

Citadel: Benefits from minion deaths,

Temple: Benefits from minions staying on board, healing

**Network Concept:**

*Don’t trust the client*

Server handles: Card states (damage, stats), combat, deck and hand state, position of opponent’s mouse

Client handles: Asks to take actions: Is it OK if I

Tribes: Construct, Beast,

Unique Traits: Devout, Insidious, Revenant (After Transcendence)

Tutorial:

1. Welcome to Transcendence!
2. This is your **deck**. Each turn, you’ll automatically **draw** one card before performing **actions**.
3. You also gain an additional mana crystal (up to a maximum of [14]), which you can use. Mana crystals are refilled at the start of each turn, so don’t bother saving it!
4. You can drag a minion from your **hand** into your **Legion.** Try dragging the **Duskmire Leech** into the middle **space.**
5. Great! Minions come out **inactive** (unless they have *Rush*), meaning you won’t be able to **attack** or **guard** with this minion until your next turn.
6. Your opponent has played a **Skeletal Construct.** Its health is 3, so if our **Duskmire Leech** will lose the battle if we attack now! Let’s drag **Grim Transformation** from our hand to give our minion **+2 attack**.
7. Now if we select **Duskmire Leech** and choose **Attack,** it will deal 4 damage to the Skeletal Construct, which is more than enough to kill it. Keep in mind, minions still get to **counterattack** even if they die, so our Duskmire Leech will take 2 damage.
8. Exquisite! Since our opponent has no minions in the middle **zone,** we now **control** it. After each **cycle**, we will accumulate **1 Victory Point** for each unit we have in zone we control. When any player reaches [14] **Victory Points**,