Project Team 7

Project Summary/Definition

**Gwent 2.0 (working name)**

Our objective in creating Gwent 2.0 (based on “Gwent”) was to code a turn based card game that relies heavily on strategic thinking, foresight, and, of course, luck. The rules of the game are simple, for the most part, but it is not without its intricacies.

The game is played by 2 players, each with a deck of at least 24 cards, of which 10 are drawn at the beginning of the match. The match is played in rounds, with the player who wins the best of 3 rounds wins the match and at the end of each round, all cards that have been played have their effects cleared and are sent to a “graveyard” of sorts . Cards are divided into 2 main categories: unit cards and special cards.

Unit cards are differentiated from special in that they have a strength level (usually between 1 and 10) and a range (close, medium or long). The range a unit card has decides which row it can be played in. The playing board is divided into 2 sides, one for each player, and each side is subdivided into 3 rows. When a unit card is played in its respective row, its strength is added to the total strength of the player’s field for that round.

Special cards, on the other hand, do not have a strength level; they modify the strength of all cards in a certain row (which row is determined by the specific card) for both players, setting them equal to 1.

The key to the game is card management and adaptation. It is important to keep in mind that the initial 10 cards drawn are the only cards you will have throughout the course of the match. To win a round, your total strength must be greater than the total strength of the other player after both players have passed. So if your opponent passes their turn you have 2 options: conserve the cards in your hand and concede the round, or continue to play cards until your total strength is greater than your opponents.