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. To win a match, a player must win 2 out of the 3 rounds in a match. Each round is won by accumulating more “strength” points than your opponent.

Rounds are played in a turn-based manner. At the start of the match, the first turn is given to one of the players at random. In subsequent rounds, the player to start is simply swapped, based on which player went first in the previous round. During each turn, a player can either play one card, or “pass”. Once a player “passes”, they can no longer play cards for the remainder of the round. The round ends when both players “pass”. Whichever player has the most “strength” wins the round. At the end of each round, all cards that have been played on the board have their effects and strengths cleared from the board and are sent to their respective player’s “graveyard”, which makes them inaccessible for the remainder of the match. 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 on the board it can be played in. 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. These cards contain different modifiers that affect the strength of the cards in a specific row (the row affected depends on the card played). For example, one such effect may be to reduce the strength of all close-range cards on the board to one for both players.

The playing board is the next big feature of the game. It is divided into 2 sides, one for each player, and each side contains 3 rows, the player’s current and unused deck, and a graveyard. Each row determines the type of card that may be played there. The 3 rows are: close range, medium range, and long range. The current deck consists of the player’s playable cards (any of the 10 cards drawn at the beginning of the match). The unused deck contains the leftover cards that were not picked out of the chosen deck of at least 24 cards. The graveyard is where cards that were played on the board go at the end of the round. Once in the graveyard, these cards are no longer accessible to the player.

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.