

## PROJECT PROPOSAL

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### GROUP 10 – MINI YU-GI-OH! GAME

#### Group Members:

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#### Project Details:

Yu-Gi-Oh! is one of the known cartoons from our childhood. Our project aims to create a mini Yu-Gi-Oh! card game. The game will be a digital adaptation of the popular Yu-Gi-Oh! game, offering an engaging and strategic experience for fans. This project will target casual players who want to enjoy a quick duel. Since there are lots of details, cards and combinations in the game, our project will not include all of the details that are in the cartoon. There will be some restrictions.

#### Basic Functionalities of Mini Yu-Gi-Oh! Game:

**Cards:** There are three main different types of cards in the game: Monster Cards, Spell Cards, and Trap Cards.

**Characters:** Each of the characters has their own deck. Number and uniqueness of the cards may change.

**Dueling System:** Players can engage in duels with other players. Each player has 2000 life points at the beginning. The first player to run out of life points loses the game.

**Game Mechanics:** Implementing the core game mechanics, including phases, life points, card effects, and win conditions.

**GUI:** The program will utilize a user-friendly graphical user interface (GUI) that displays the game board, card images, and player information. The GUI will feature a virtual game board with zones for cards and interactive buttons for gameplay actions. We are planning to use Qt.

[https://yugioh.fandom.com/wiki/Duel\\_Monsters](https://yugioh.fandom.com/wiki/Duel_Monsters)

[https://en.wikipedia.org/wiki/Yu-Gi-Oh!\\_Duel\\_Monsters](https://en.wikipedia.org/wiki/Yu-Gi-Oh!_Duel_Monsters)