**Project Lima – Overview**

A turn based, 2-player card game that will have peer-to-peer capabilities. The game will be Northwestern themed.

**Project Goals**

Implement game mechanics, come up with cards, get peer-to-peer play working, and implement GUI with illustrations/images (using Java Swing).

**Game Description**

The 2D game board interface is split in half, one side for each player. Each player can see their own hand, and the cards that are on the board.

Deck – Each player’s deck will have unique 30-card deck that is a subset of a standard 50-card deck.

Player – Each player has an inherent GPA of 4.0 (this serves as a health score). When their GPA gets to 0, the player will lose and game will end. A player also has Wildcat Points (WP). WP is the resource to place cards on board. If WP is less than the cost of the card, the card cannot be placed onto the board.

Cards – There are two types of cards, board cards and event cards. Every card has a name, image, and WP cost. Cards with just these three attributes are event cards, and interact with the board upon being played but do not stay on the board. In other words they perform an action once and then leave the board. Most of the cards in the game are board cards. Board cards have two additional elements, attack and defense. These cards, when played, will become members of the board. A card cannot take action until the turn after it is played. On the player’s next turn, they will be able to choose which card to attack. When a card’s defense falls to zero, it is removed from the board.

**Playing the Game**

Each player has 4 cards in their hand at the beginning, drawn from their shuffled deck.

During a players’ turn:

Each turn, a player has 5 WP to play per turn. A player must decide which cards to play based on their WP cost values. If the player has any cards on the board, they must make a decision on how to use them, either on the opposing player or the players’ cards.

**Objective**

Decrease the other player’s health points from total to zero by efficiently playing cards.