2 player when fighting (player and computer)

3 card ability( attack defense regen)

100 hp

20 shield capacty

5 boss

Each round player and computer will have 3 card front of them

Cards will be upside down

Player has to choose right, middle or left card # we can chenge this to 2 cards out of 3 for more action

The random card that player picked will have random ability

He can either use it right now or keep it for later

There will be special combos

If player collects certain cards he can make a combo attack or combo defense/regen

Main goal is to kill your opp

There will be some attacks which can cause True damage (shield wont affect to that attack)

If we change card choosing mechanic to 2 cards maybe we can also ask which one does he wants to keep so he can throw other card a side.

And if we do it like that we can pick our opponents cards that he throw aside.

There will be 5 boss (levels)

When we kill the first boss we will earn some cards for next level as a loot.

While we are fighting with this 5 boss we can add walking mechanic for story and interaction

If we add walking mechanic we can be able to Dodge their attacks.

(Like shadow fight game)

We can add story like saving the princess

To save princess kill all the enemies and rescue her

While we are fighting we can add dialogues between us and boss character

So we can understand the story better.

And we can decide our answers to change the story

For example:

If you respond aggresively you have to kill and fight with the boss.

But if you persuade him you can claim more cards and he can be your partner for next boss

Card abbilites can be lile this.

Attack= - health point

Damage = Attack rate

Regen = health regen per round

Shiled = Attack absorption

* +10 hp but -10 damage for 3 rounds
* +20 damage but permenently -30 health
* + 15 regen but -0 to -20 shield( this means it will be random so you have to take risk)
* Bow( attack one time extra everytime you meat with enemy)
* Sword (+10 damage)
* Shield (+10 shield)
* +10 regen
* +20 regen
* +5 regen
* +15 regen
* +5 attack
* +10 attack
* +15 attack

These are just example abbilities for cards

There will be more if we all agree to do something like this.

This game will be based on killing your opponents with card abbilities while you are trying to save princess.