

CPT - [Inscription]

Requirements

Description of the Game:

A turn-based card game with core concepts of Inscription

Each player will have two lives

Each Player will have 4 slots to place their card

Each Card has the stat:

- Cost (blood or bones)
- Damage
- Health
- sigils/special abilities

When a card strikes the player directly, it adds a scale" that increases in their part

If it has 5 or more on either side, they lose and u win, a max of 3 damage can be dealt per turn

Bones are gained when a card perishes by any means on your side of the board

At the beginning of turn unless it is the players first turn can draw either a card from their deck or a squirrel(each player has 10 squirrels each)

Each players draws 4 cards from their deck and one squirrel

When a player loses each side of the board will be discarded and p2 will get the smoke card

Each players deck will be randomized

Unique Cards:

1. Squirrel

Turn Structure:

1. Draw&Place Phase
 - a. Draw a card
 - b. Draw a squirrel (free card to be sacrificed, 0 dmg, 0 cost, 1 hp)
2. Play Phase

Each card attacks straight across each other (unless a card has the flight sigil, it will attack directly at the player)

Client Requirements:

- The values of the cards are defined in a csv file, not hardcoded. Comma separated values.

- Card name, card image, various stats all comma-separated.
- 15 unique cards, each duplicated 3 times. (total 60)

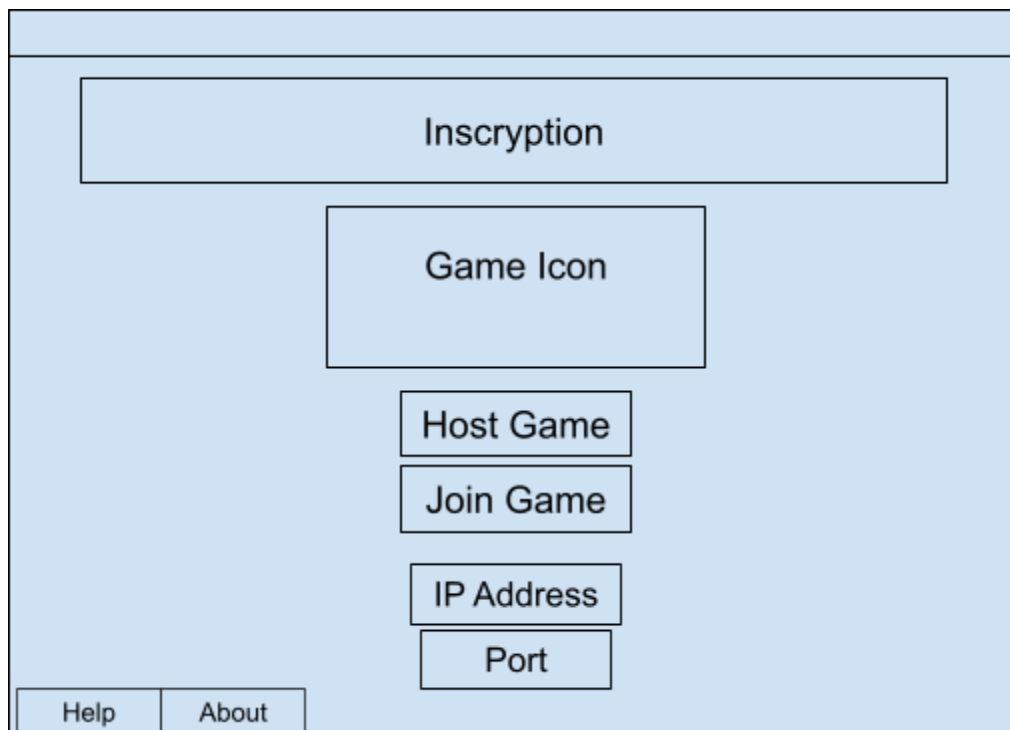
Csv format: card name, cost, attack, health, sigil

UX Design

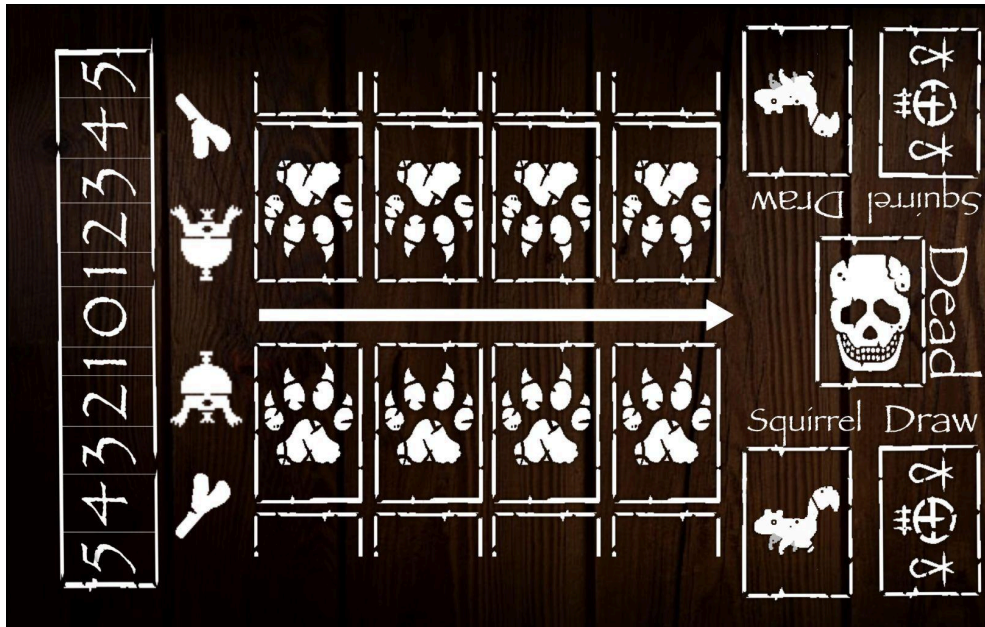
UX - User Experience

a visual “blueprint” that you can use to plan your future code. For this design, you will be planning your “screens”. How you want the screens to look before you code.

Main Menu

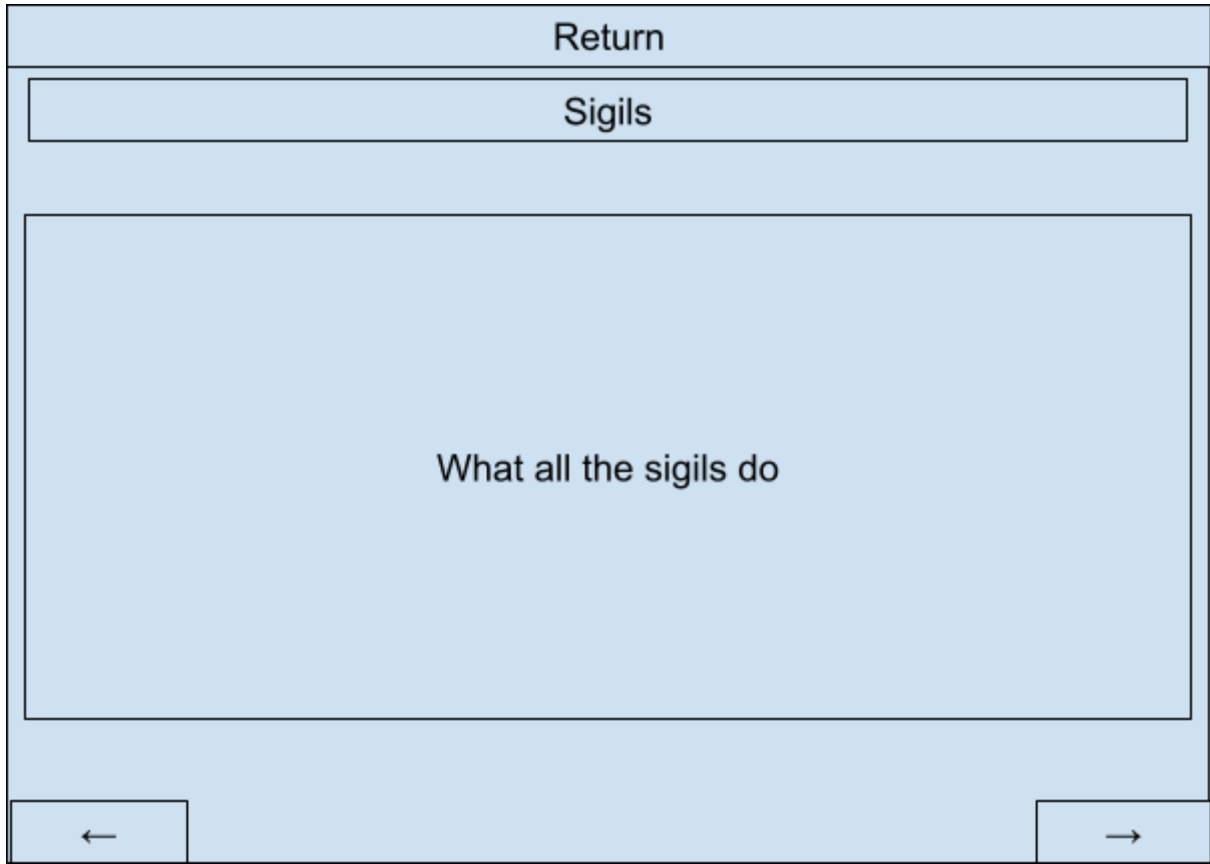


Gameplay UX

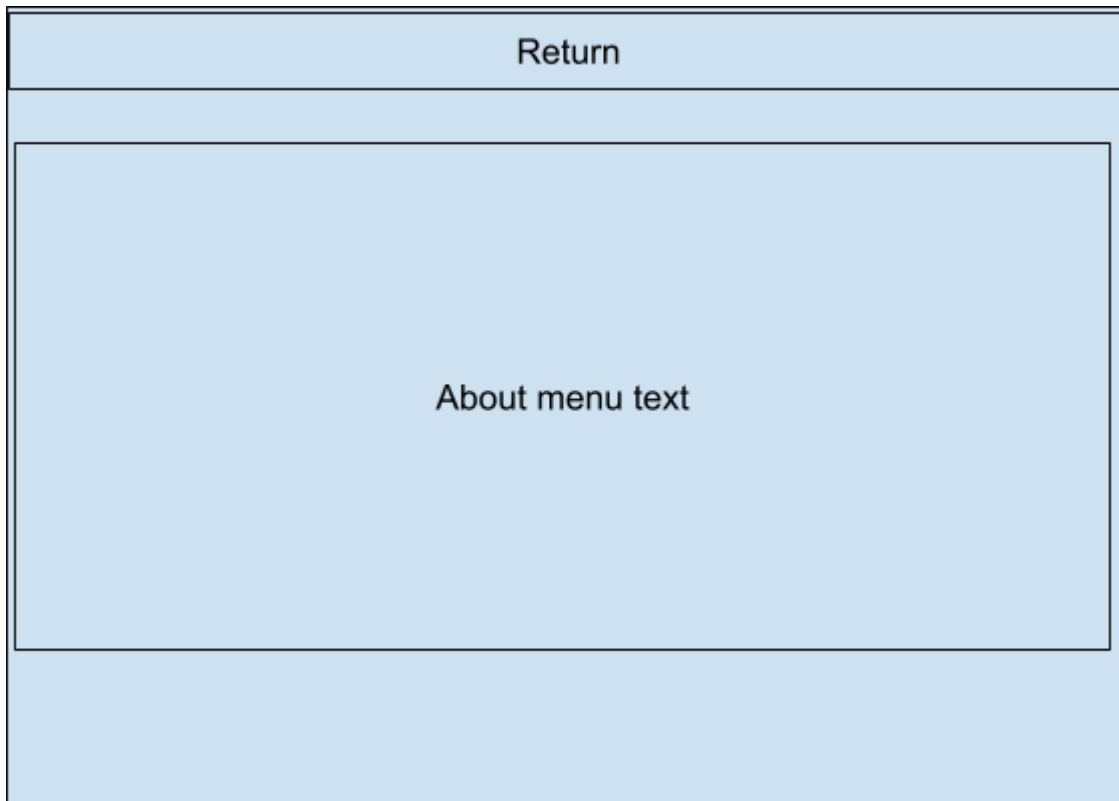


Help Menu

Return	
Help menu text	
←	→



About Menu



Network Message Design Document

Uses: **SuperSocketMaster** library by Mr. Cadawas

START_GAME

Starts and initializes the game for both players. (Host sends this via, Start Button) The Host sends a message "START_GAME" to the other player to synchronize game initialization

PLAYER_JOINED

When a player successfully connects with a host via ssm. The player sends a message "PLAYER_JOINED" to the host status that the player successfully joined. (this makes the ready button appear)

PLAYER_NAME: [NAME]

Example: PLAYER_NAME: John Lu

Sends the formatted message to the other player to initialize the player name for both clients.

CHAT: [MESSAGE]

Example: CHAT: I am going to win

Output: "[Player Name]: [Message]"

Handles the chat system

SYSTEM: [MESSAGE]

Example: SYSTEM: Drawing Phase

Output: "[SYSTEM]: [Message]"

Handles the system chat messages, very similar to chat: message format

NEXT_PHASE

Changes the phase via the method "NextPhase" for both clients

RETURN_TO_DRAWING

Sync the phase to "DrawingPhase" for both clients via the method "syncReturnToDrawing()."

ATTACK_ANIM:slotIndex:isBottomAttacking

Example: "ATTACK_ANIM:2:true"

Output: The host's 2nd slot plays the attack animation and the damage.

Syncs the attack anim to both clients, as well as the correct direction its attacking (isBottomAttacking is the host turn, else the opponent's turn)

DAMAGE_RESULT:slotIndex:isBottomAttacking:newHP_or_destroyed:defenderBlood

Handle damage resulting from the host. Syncs the damage dealt to both clients.
The host handles the damage dealing, so both client won't conflict if they both handle it.

SCALE_UPDATE:p1Scale:p2Scale

Handles the sync of the scale changing to ensure both players

LIFE_UPDATE:p1Lives:p2Lives

Updates the Lives for p1 and p2 for both clients so it syncs properly

PLAYER_READY

Tells the other player that you rung the bell and are ready for the next phase.
If both players are ready, start the next phase

PLACE_CARD:slotIndex:cardName:cost:hp:attack:sigil:sacrificeSlots

Places a card on the slotIndex with the stats

sacrificeSlots is a array that displays the cards sacrificed to place the card, this only occurs for cards that require 2 or more blood. sacrificeSlots is "None" if its only a card that requires 1 or 0 blood.

WINNER: [Player]

The Player who wins sees the win screen, and the opponent sees the loss screen