

jackx2 Fall 2024 Term Project:

Project Title and Description:

My project is called “Clash Royale Lite” and will be a replica of the mobile game Clash Royale. Clash Royale is a real-time multiplayer strategy game developed by Supercell, where players collect and upgrade cards featuring characters, spells, and defenses from the Supercell universe. The goal is to deploy these cards strategically to destroy the opponent's towers while defending your own, earning trophies, crowns, and rewards in the process. My term project aims to capture the main essence of this game, incorporating core gameplay mechanics as long as additional features, including AI opponents.

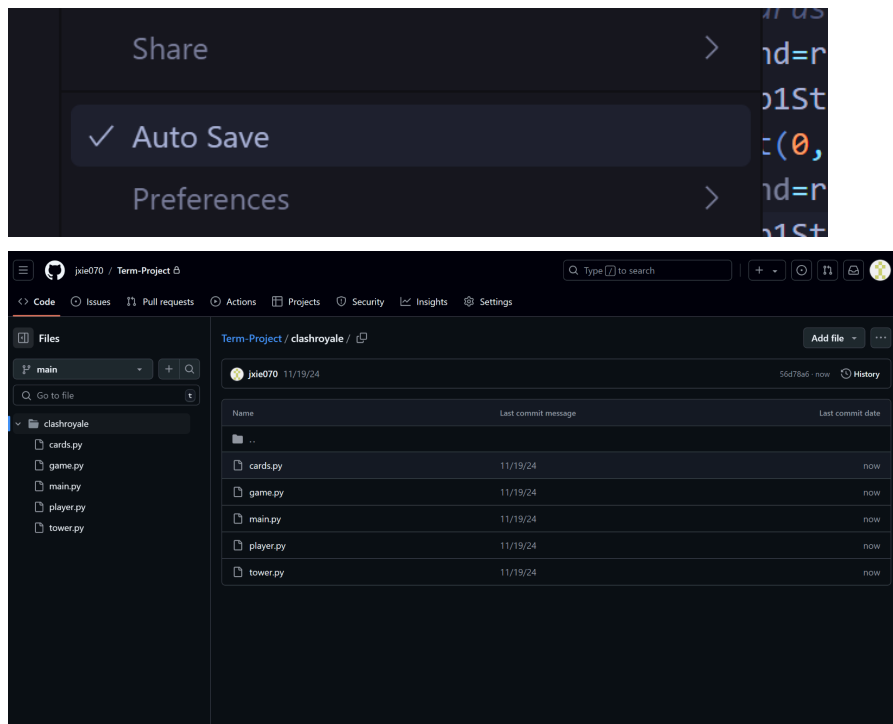
Similar Projects:

- [15-112 Term Project: Clash Royale](#)
- <https://apps.apple.com/us/app/clash-royale/id1053012308>
- https://play.google.com/store/apps/details?id=com.boxitsoft.battleofwizards&hl=en_US&pli=1

All of these games feature a starting deck of cards that the user is able to play on the board. The cards will then automatically pathfind the way through the board depending on the targeting system. From these examples, I want to incorporate features such as AI opponents, pathfinding, card abilities, and possibly multiplayer game modes.

Version Control:

All of the code is automatically saved in VS code, but in addition to this, I will backup the code to a GitHub repository regularly.



Tech List:

None

[illegible]

Class Role Life Storyboard - TP1