# Card Battle Game

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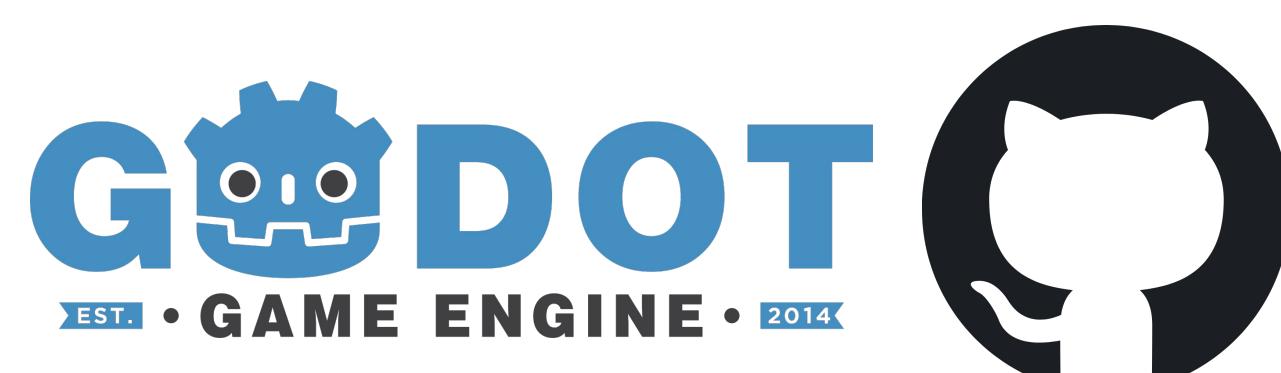
Introduction

Card Battle Game is a single-player tactical card battler that focuses on permanent progression rather than roguelike resets. it combines deck-building and RPG-style growth with a unique clash-based combat system. The idea of this game is that unlike roguelike deck builders, you keep your cards permanently like an online card game but its singleplayer and offline. The battle system would have clashing where you put 2 cards against each other that roll die until one rolls higher. The idea is for this to be similar to a standard rpg but instead of attacks you'd have cards to face the enemies instead.
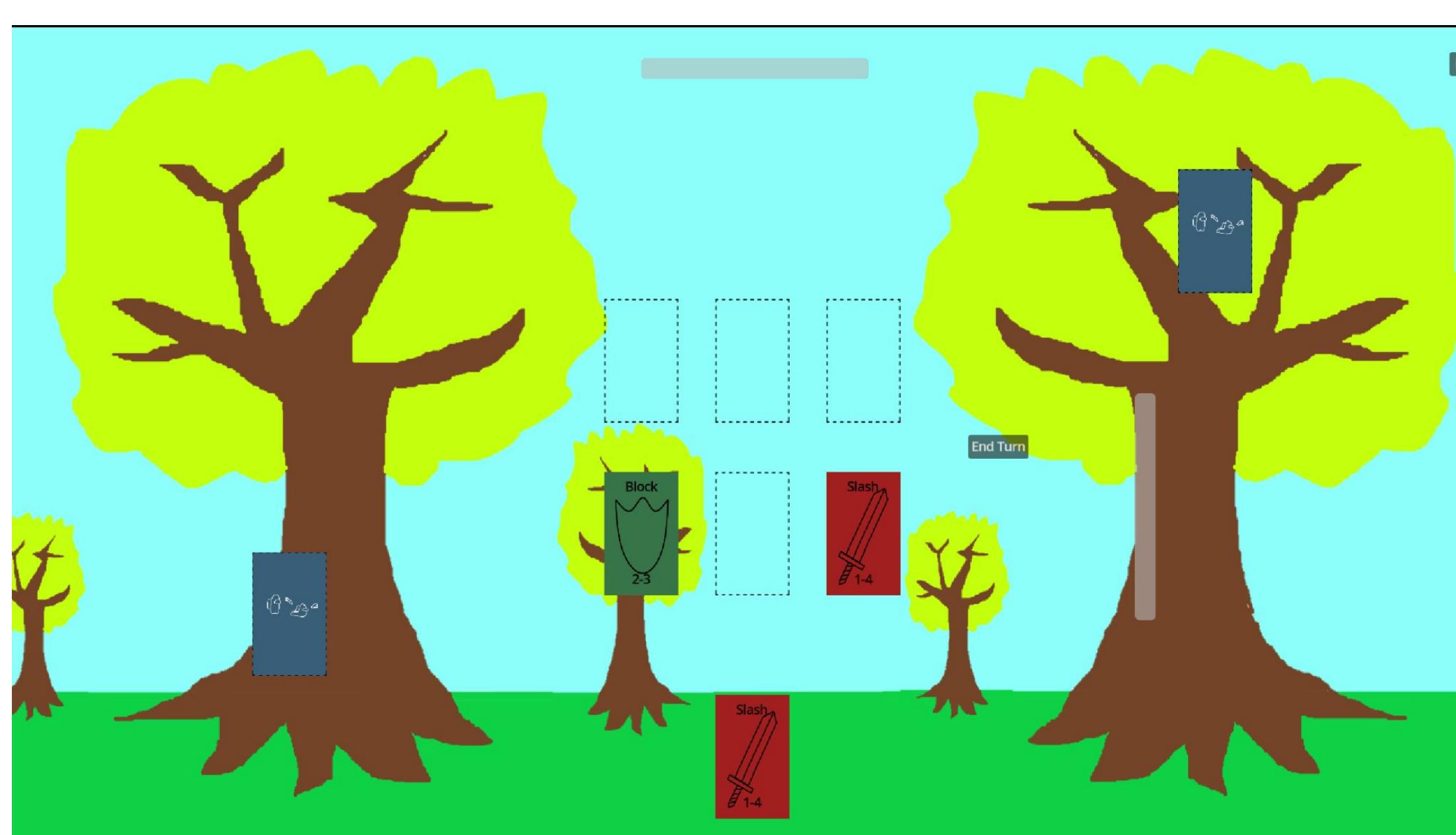
Goals

- Build a single-player tactical card battler with permanent progression
- Implement the clash-based combat system
- Create a structured campaign with a defined endpoint instead of infinite runs.
- Develop a robust deck-building and card upgrade system.

Tech Stack
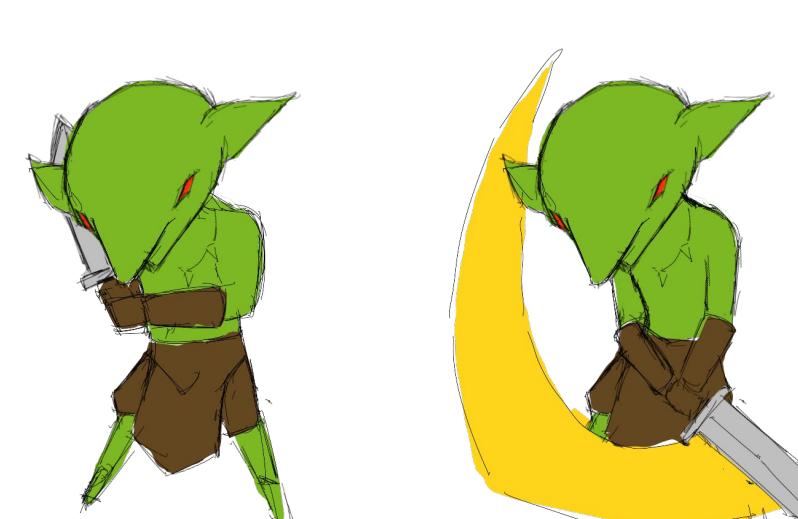
Results

On the game side, we were able to make a functional UI that you could draw your starting hand and place cards on the board. We would have liked to make it so you could actually battle cards but we were unable to connect our battle system code with the UI code in time.

The enemies have 2 frames of animations, idle and attacking. In battle, after selecting your cards, the board goes down and you see your character fighting in first person blocking/parrying the enemy's attacks.

temporary logo

```
1  id,card_name,type,min,max,effects,attached_items
2  1,Slash,attack,1,4,[],[]
3  2,Block,defense,2,3,[],[]
4  3,Atk Up,utility,,,[],[]
5  4,Def Up,utility,,,[],[]
6  10,Magic Missile,attack,3,5,[def_pen],[]
7  11,Mana Shield,defense,5,5,[atk_down],[]
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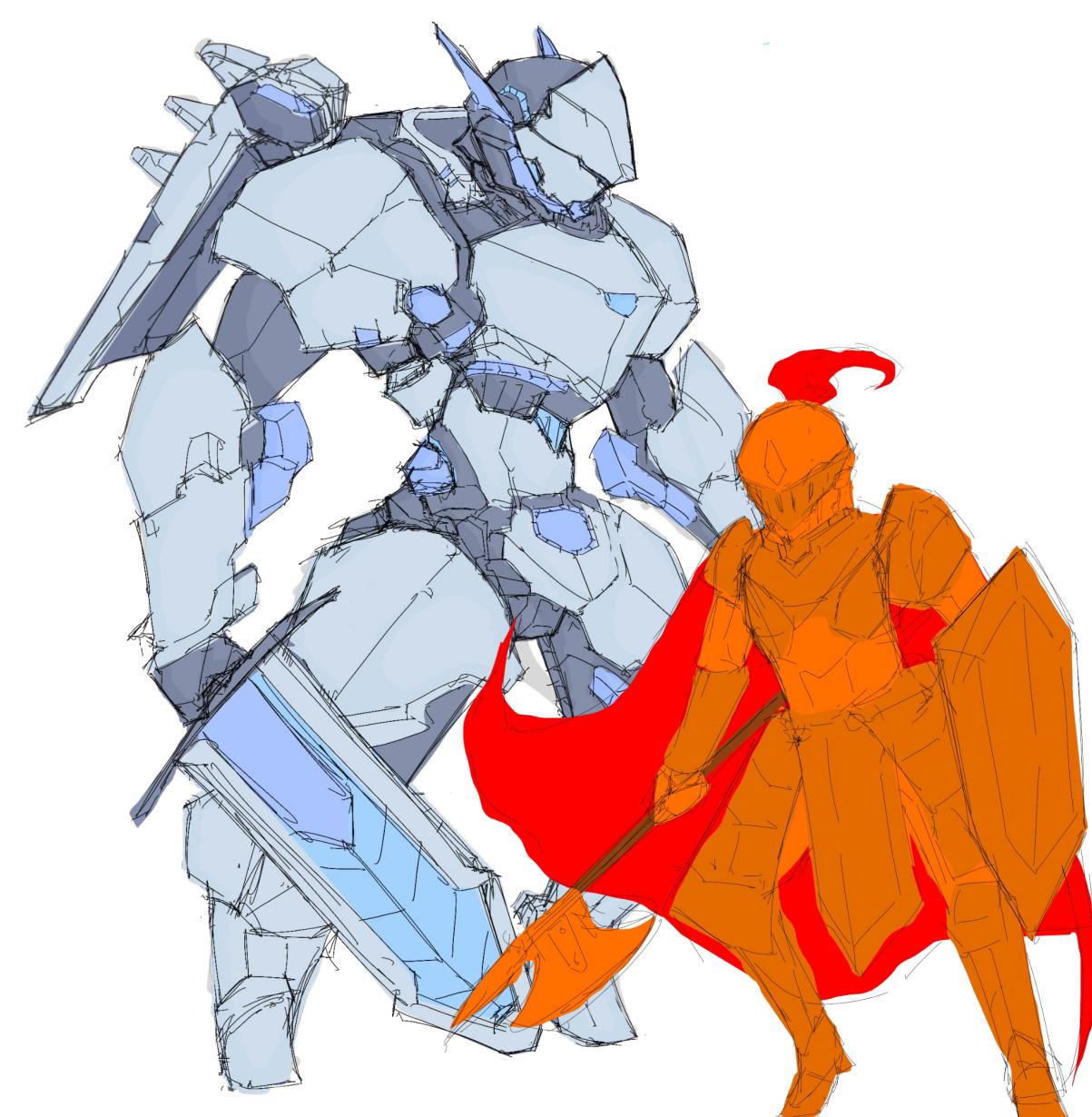
While our card art designs are not finalized, we have plans for many cards already.

We designed a lot of enemies to use in future battles in our campaign to fight against. Each of them will have unique cards yet to be designed.

Conclusions

We were able to make the shell of the game. We created a battle system that worked on the Godot console and have the UI created. We have a long ways to go to achieve the goals that we set out to do. However, we were able to create a solid foundation from nothing and we will continue working on this project in the long term and hopefully far into the future.

Acknowledgements