Individual reflection - Project member: Pim van Zomeren  
  
One of the biggest (and thus in my opinion the most critical) design choices was to have a unique theme that combined both a sci-fi and medieval style. I have been the person to bring up the idea to have multiple themes combined, and I have asked the other project members about their opinions. When they agreed that it was a good idea, we discussed themes that we all liked, and we thought of ones that would fit together. The final design choice of sci-fi and medieval might not seem like the easiest combination of themes, but since the themes were the most appealing to most project members, we made it work. Especially Razvan and I discussed a lot about how we would implement certain character aspects into our designs.  
  
Another critical design choice was to implement an element to the game that would introduce random events. While most of the project members were thinking of ways to make the normal strategy card game cooler, I thought of ways to make it more immersive and less like an original card game. I thought that adding something like drawing cards with random events (as it happens in board games etc.) that interfered with the players actions would be fun. It would make the game more immersive and surprising to the player. After we discussed the idea as a group, we quickly made it into reality. I did however not maintain as involved in that part of the process as the project continued.   
  
The last critical design choice that stands out to me, was having the game played with one deck that both of the players draw cards from. That deck does not only include the 'Random events' cards I talked about earlier, but also the spells that players can draw and use, and even 'rare' character cards. I thought that the game play would be even more random and realistic if there was less consistency in the times that certain cards are drawn. I introduced the idea of 'rare' characters to the group, and they decided it would be a fun idea to incorporate all those kinds of cards into one deck. That deck thereby is a very big part of the game play, and that was why I think it was also one of the most critical design choices.