

↙ 1 backlink

# Documentation

Notes de rencontres

17 Releases

## Card Game Core

After reading the following documentation, you will have an understanding of the features and functionality of the "Card Game Core" asset

### Summary

Card Game Core asset provides you with a ready template for creating card games. With the help of our asset, you won't need to worry about building a complex architecture of different cards, spells, heroes etc.

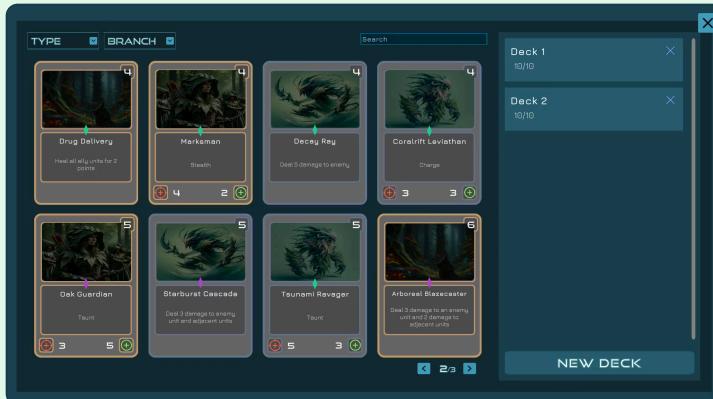
We did all that for you, so that you can just add content to your game using a clear and understandable system!

#### 💡 Key takeaways

- You get a **complete template** for **creating TCG**
- Asset is **well-structured and organized** for quick **addition of new cards** (units, spells, heroes)
- You get a basic set of **cards to start off**

The features of Card Game Asset include:

- **Deck system**
  - **Deck creator scene template**
  - **Filtering cards by name, race and type**
  - **Saving and editing your card decks**



**TYPE** **BRANCH** **Search**

2 Soldier  (+ 2) 3 (+)	3 Canopy Shatterer Deal 3 damage to enemy  (+ 1) 3 (+)	3 Supplies Draw 2 cards  (+ 1) 3 (+)	3 Medic Heal unit 2 points  (+ 1) 3 (+)
4 Drug Delivery Heal all ally units for 2 points  (+ 4) 2 (+)	4 Marksman Stealth  (+ 3) 5 (+)	5 Oak Guardian Taunt  (+ 3) 5 (+)	6 Arboreal Blazecaster Deal 3 damage to an enemy unit and 2 damage to adjacent units  (+ 3) 6 (+)

**Deck-Forest**

3 Canopy Shatterer	2
2 Soldier	1
6 Arboreal Blazecaster	1
3 Medic	2
4 Marksman	2
3 Supplies	1
5 Oak Guardian	1

10/10 **SAVE**

**Search**

Deck 2 10/10      DeckForest 10/10

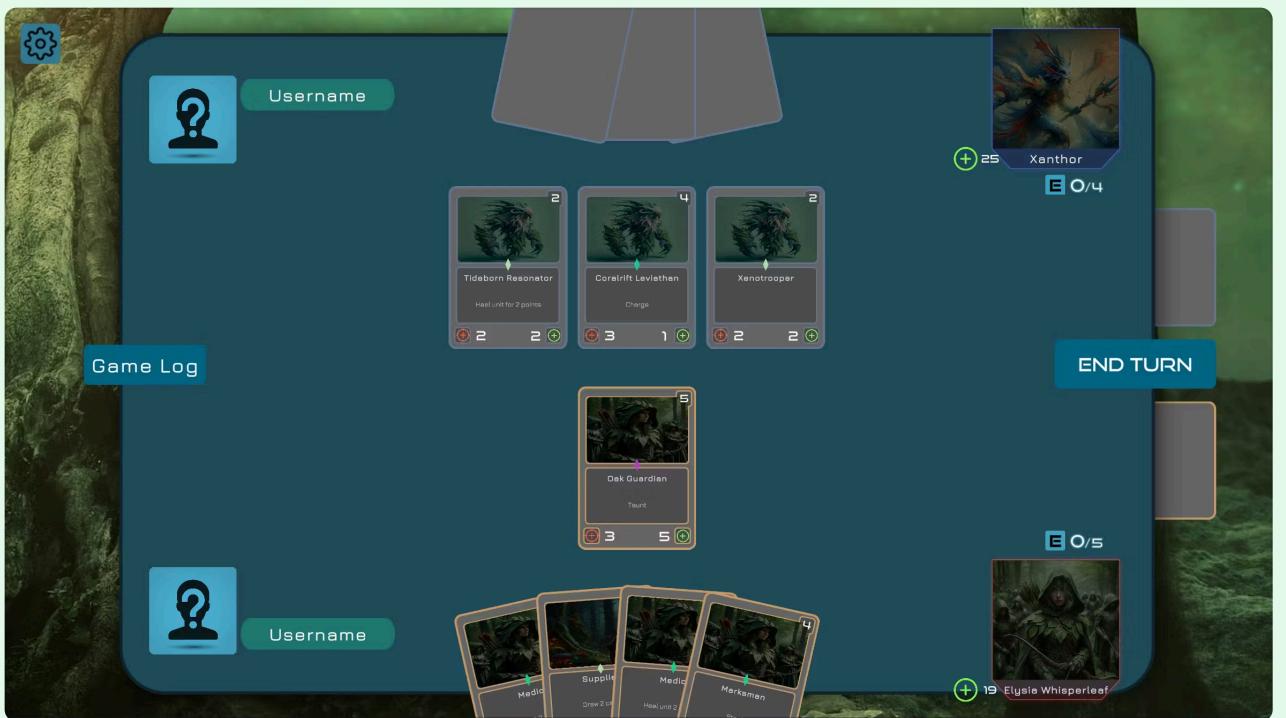
**Elysia Whisperleaf**  
Forest General

Rain of arrows  
Deal 2 damage to enemy

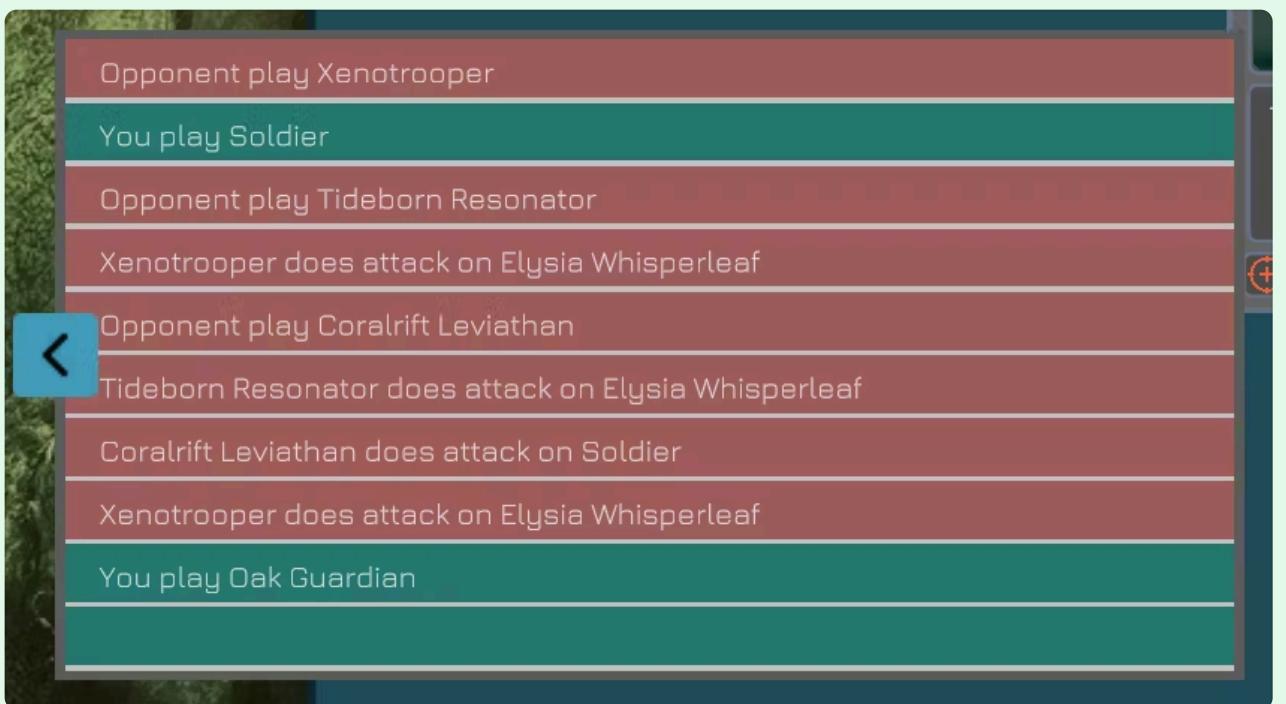
**PLAY**



- **Table system**
  - **Game table scene template**



- Game log



- Redraw cards screen

## REDRAW CARDS

Starting hand, you can redraw cards



CONFIRM

- Turn order



- Sound system
  - Background music
  - UI
  - Heroes actions
  - Units and spells actions
  - Sound mixer



- VFX and Animation system
  - Card attack animations
  - Spells attack animations
  - Targeting cards animation
  - VFX for card attacks

[Card development manual](#)

[Card API](#)

