

Fantasy Cards

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Introduction

Fantasy Cards is a card game, inspired by the card game "Fantasia™".

Demo

Current Demo

card demo link:

<https://mesw.github.io/fantasycards/build/FantasyCards.html>

NOTE

There is still some fuzzyness around the property names. Some property names diverge from the naming in this document.

Past Demos

webassembly demo link:

<https://mesw.github.io/fantasycards/build/wasm-test.html>

Card Layout

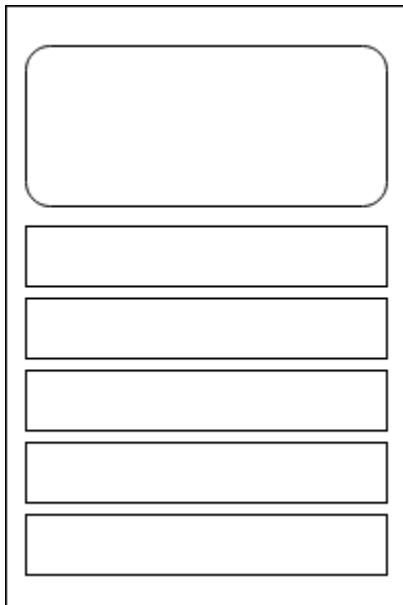


Figure 1. Layout of the card, with image on top and stats in table in bottom.

The image on top is dynamically generated based on the stats.

Stats

There are five basic stats.

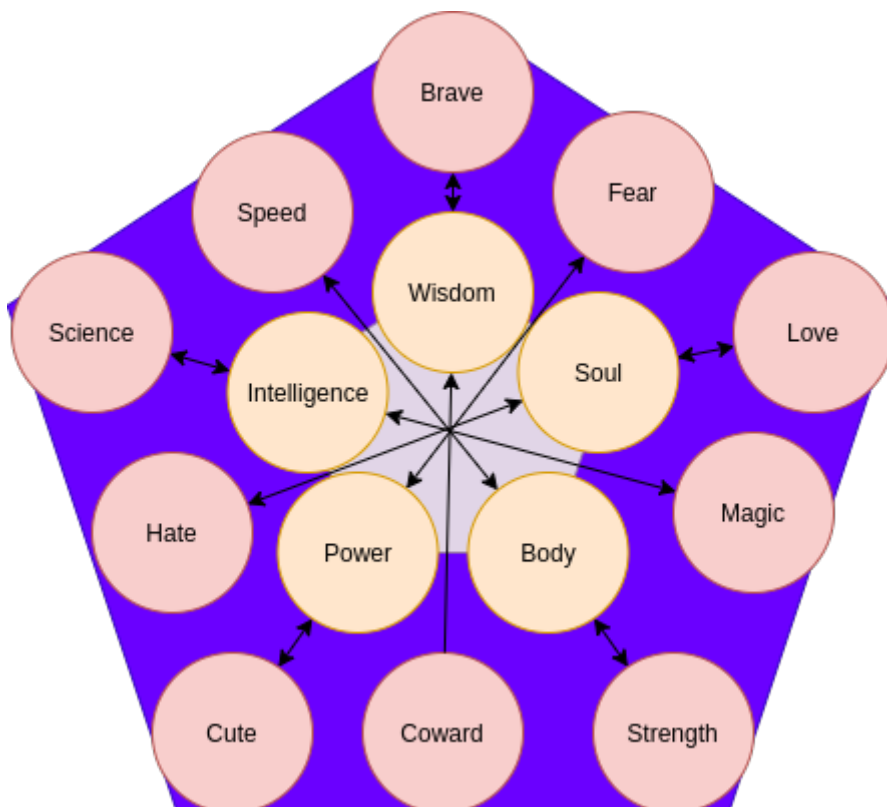


Figure 2. Sub-Stats

The five basic stats are subdivided into two stats each.

The basic stats are calculated based on the sub-stats.

```
TBD  
e.g.  
core-stat = abs(substatA - substatB)  
  
C = A + B - abs(subA - subB)/2
```

Image

The image is prerendered and chosen based on what stat is dominant.

Additional Random Parameters

There are additional random parameters that change how the player looks. The random parameters have no effect on the stats and are not influenced by them.

Examples

Here are some happy examples that were all created with the same property dominances:

- Strength
- Love
- Brave
- Science
- Cute



Figure 3. Angel



Figure 4. Ghost



Figure 5. Man



Figure 6. Monster



Figure 7. Tree



Figure 8. Water



Figure 9. Woman

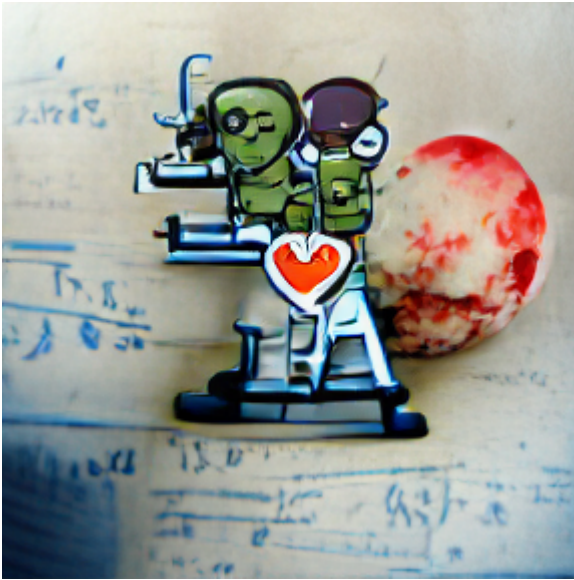
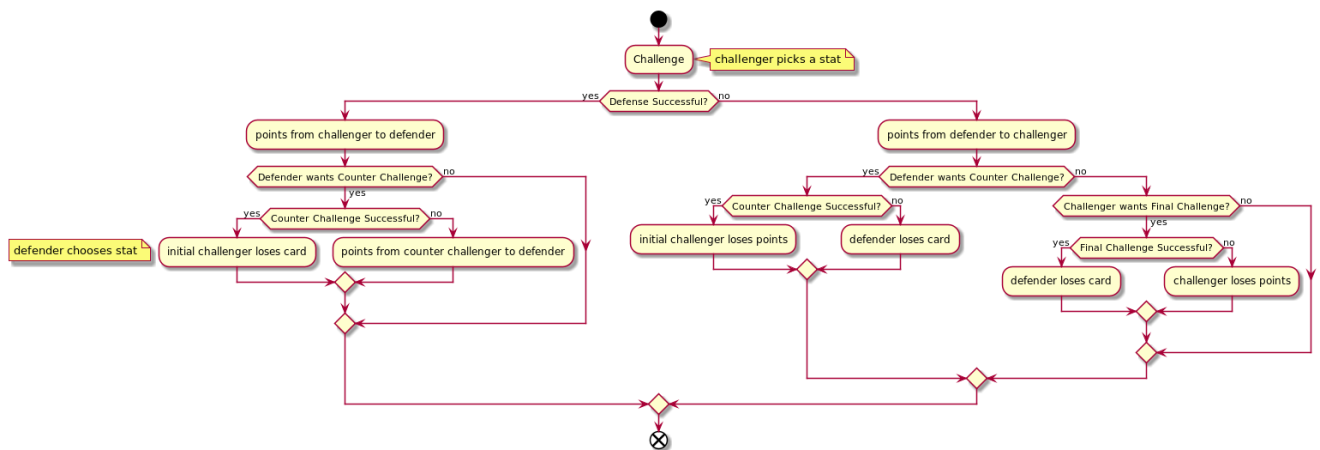


Figure 10. Zombie

NOTE the look and feel as well as the types of characters may change.

Game Mechanics



Progress

The player moves through a world of cards, that can be challenged. Sometimes the player is challenged as well.