Fantasy Cards

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Introduction

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

Demo

The current demo is available here:

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
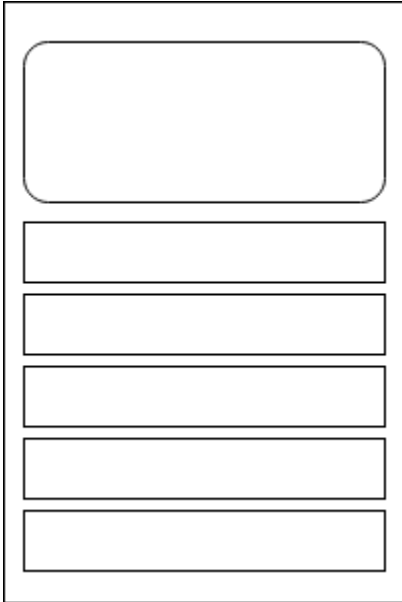
Card Layout

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.
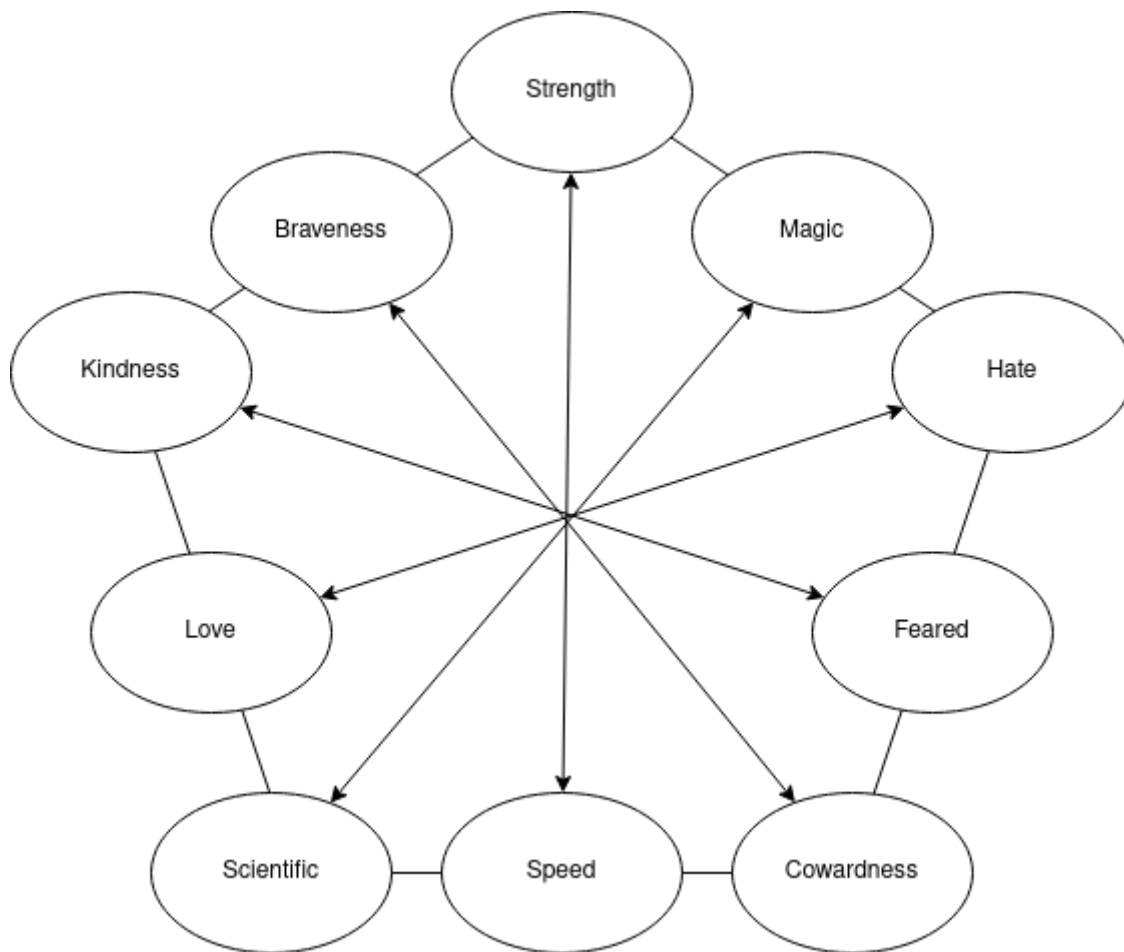
Stats

There are five basic stats.

Figure 2. Sub-Stats

The five basic stats are subdivided into two stats each.

Table 1. List of all stats and sub-stats.

Basic-Stat	Substat 1	Substat 2
Body	Strength	Speed
Soul	Love	Hate
Wisdom	Braveness	Cowardness
Intelligence	Scientific	Magic
Fairness	Kindness	Feared

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

```
e.g.
body = (strength + Fairness)/2
```

Image

The image is generated dynamically based on the stats. There are many images and combinations, so it should be difficult to get the same card more than once.

Layout

The image consists of many small images that can be combined in any combination.
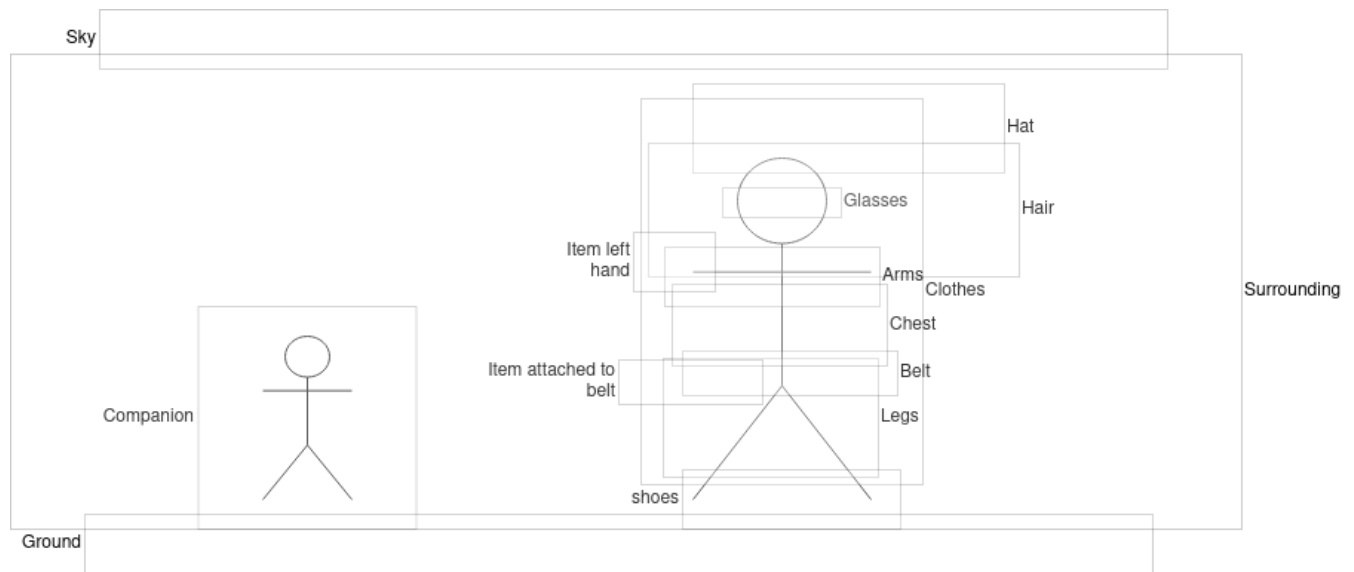

Figure 3. Principal Layout

Alternative Layouts

- Da Vinci's David like Wheel
- ...

Artwork

The artwork is based on the stats. The higher the stat, the more extreme the depiction in the image.

When the two substats are balanced, the image shifts to a third way of expression to symbolize equilibrium.
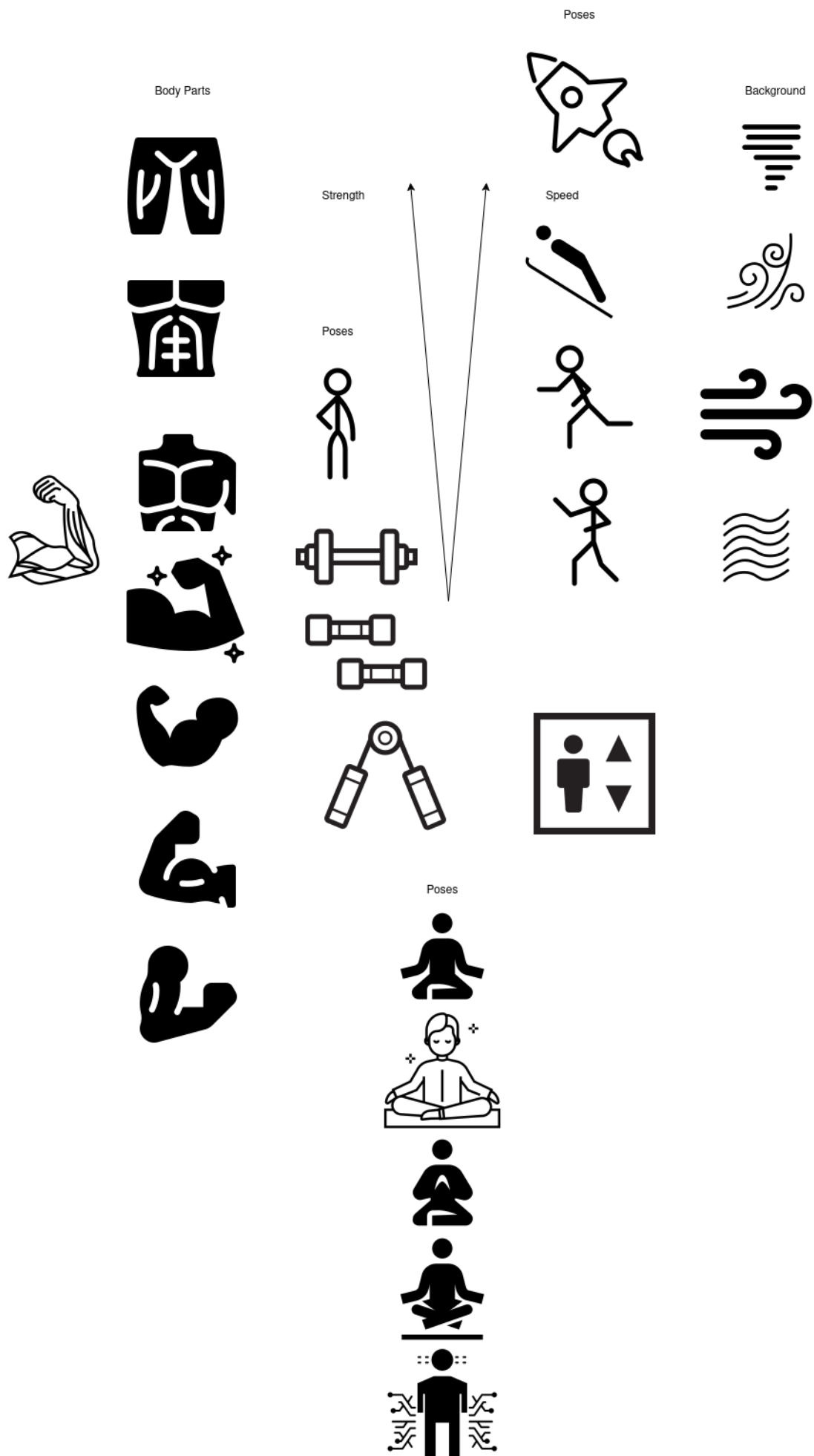
Body

Body Parts

Poses

Background
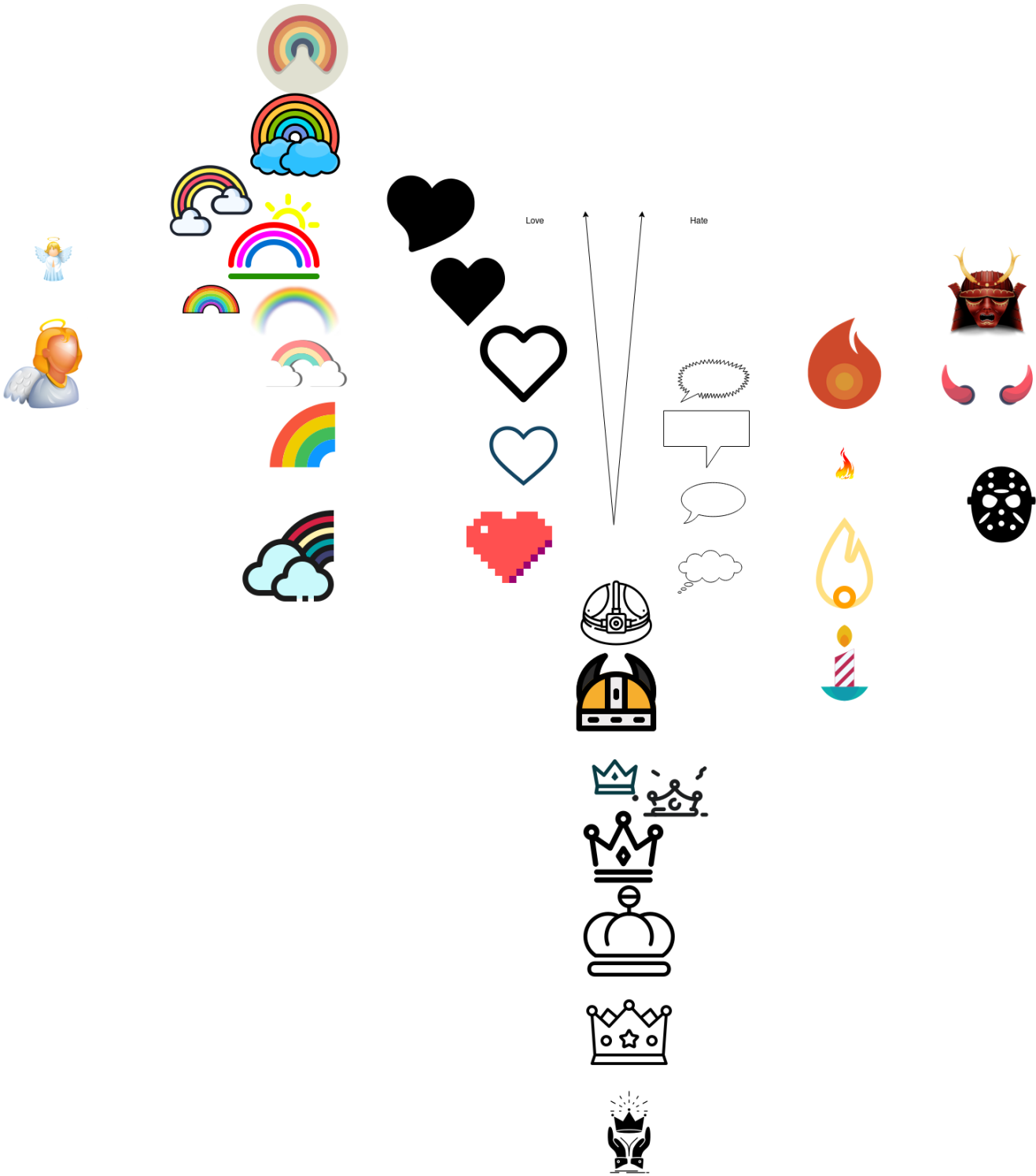
Strength

Speed

Poses

Poses

Figure 4. Strengh and Speed

Soul

Love   Hate

Figure 5. Love and Hate

Wisdom

Braveness   Cowardness

Cape
Tights
no
weapon
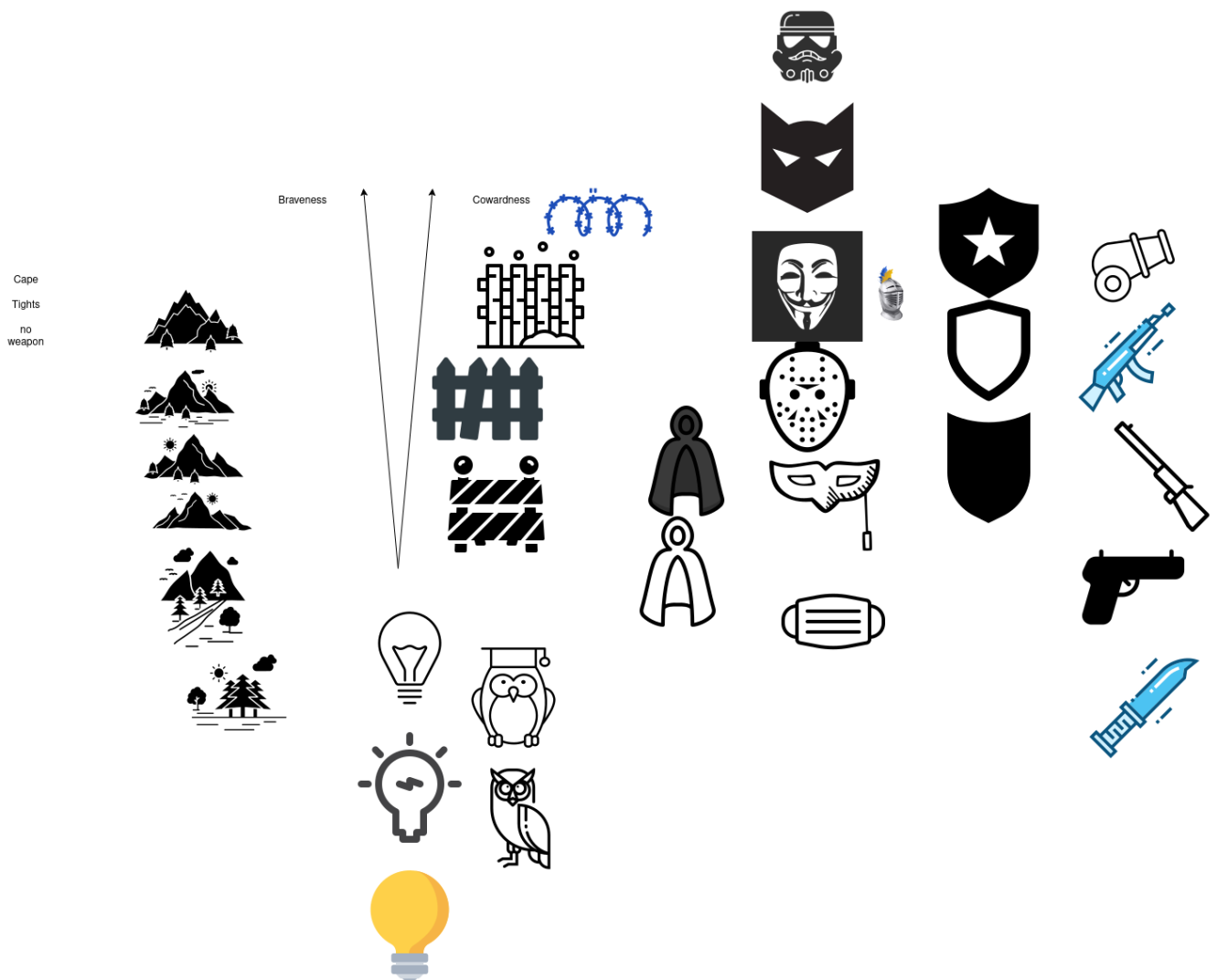
Figure 6. Braveness and Cowardness

Intelligence

Figure 7. Scientific and Magic

Fairness

Figure 8. Kindness and Feared

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.

Random Parameters just for optical variation

- Player and Compagion
  - Age
  - Sex
  - Skin color
  - Hair color
  - Hair style
  - Eye shape
  - Mouth shape
  - Size
  - Proportions
- Items
  - color
  - wear and tear
  - effects

Examples

Here are some exaple images to illustrate how the images could be composed.

	Hate	Love	Soul
Background			

	Strength	Speed	Body
Player			

	Braveness	Cowardness	Personality
Prop Left			

	Scientific	Magic	Intelligence
Prop Right			

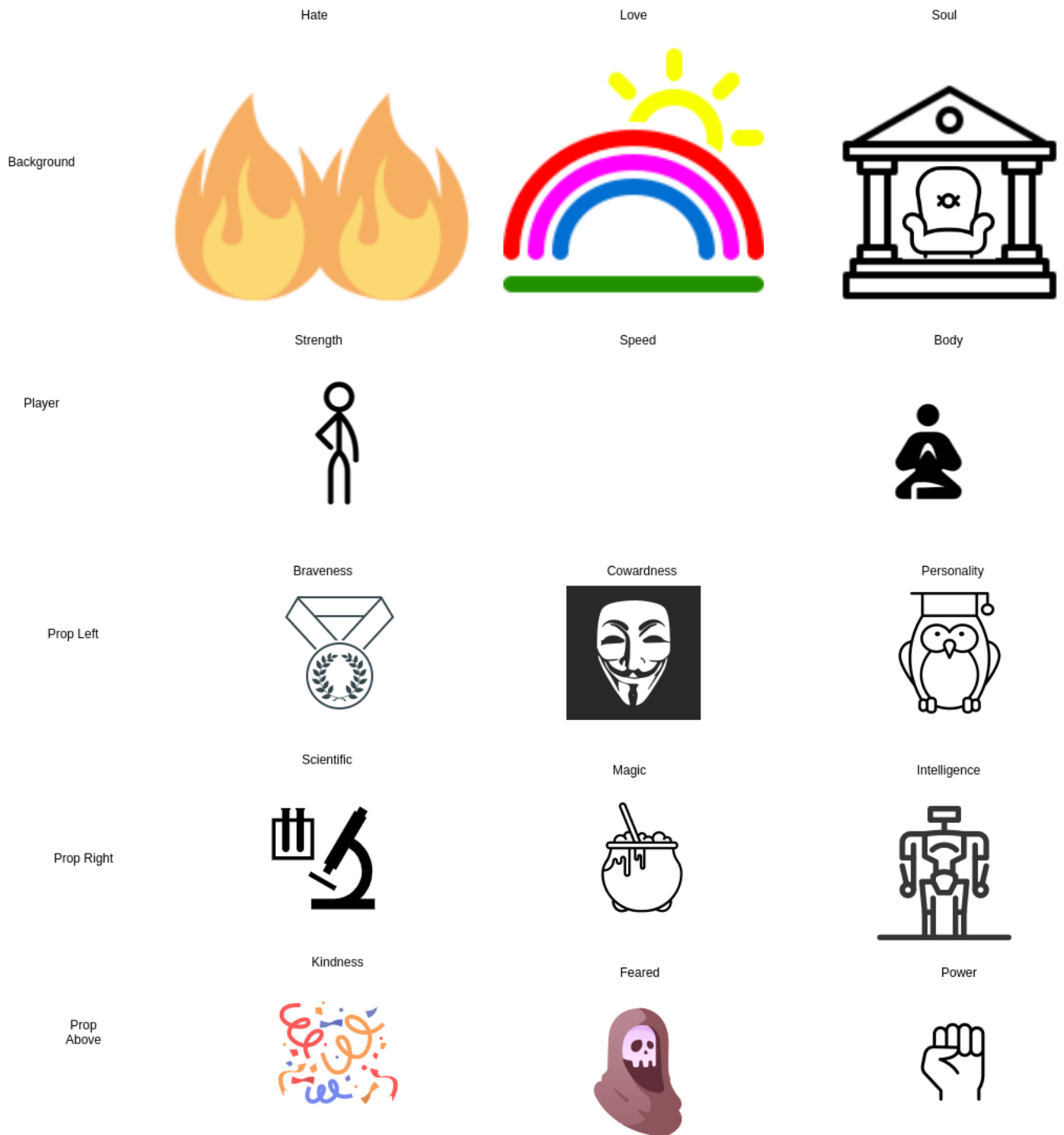|	Kindness	Feared	Power
Prop Above			

Figure 9. Simplified matrix with one image per property

The depictions should be organized in layers, that can be stacked in all possible combinations with as few adjustments as possible.
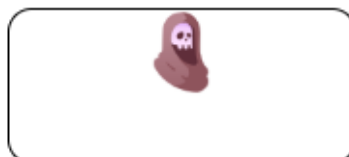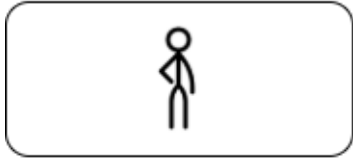
Figure 10. Example layers

Each image should be compatible with all possible combinations of other images.

Figure 11. Example image with dominant sub-stats: Strength, Hate, Brave, Kindness, Scientific

Figure 12. Example image with dominant sub-stats: Speed, Love, Cowardness, Feared, Magic

Figure 13. Example image with balanced sub-stats, resulting in dominant base-stats: Body, Soul, Wisdom, Fairness, Intelligence,

Game Mechanics

The attacker chooses the stat. The defender chooses the sub-stat. Both battles are averaged and the winner is chosen based on who has the higher stat.

Leveling Cards

The winner gains points, the loser loses points. If the stat is zero, the card is lost entirely.

Gaining Cards

The winner can choose if he gets the card, or gains points on the winning card.

Progress

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