

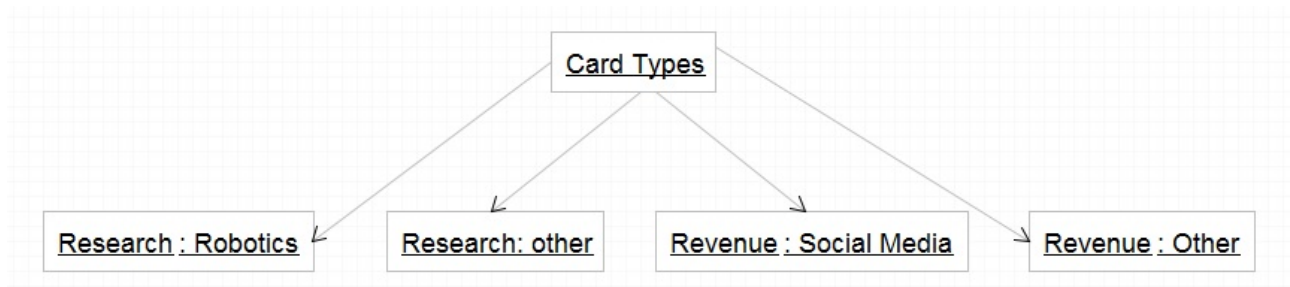
## GRP-COSC2635 2D

### Silicon – Background and Card Design

This is mainly for Evert and Kira who will be working on card design for the game.

#### Card Specifications

Each card will have some values attached to it. There are four main card types as outlined below:



The basic attributes of a card are as follows:

- Company Name
- Image/card design
- Company type (research/revenue robotics/social media)
- Strength value (revenue or research produced)
- (optional) technology era: we may try to deal out cards in a way that matches the technology timeline – shuffling cards in decks that belong to separate eras (unique deck for each era).

We can try to hard-code the pixel size of the card designs in two ways - small and large:

- Small size – 108 pixels wide, 72 pixels high
- Large size – 162 pixels wide, 108 pixels high

A .png file is preferred (lossless image). The default position of the cards on the board should be horizontal.

Consider blending the theme of the card design with the respective technology era. Hopefully it will only take about 5-10 minutes to produce a card. Example:



## **Background Design**

There are several different screens that require a background image. Suggestion – use a default jpeg image size of 1024 by 768 – this can be stretched to match the window or monitor.

Different background themes can be used for:

- title screen
- gameboard background
- high score (optional)
- credits
- settings screen