Main Menu

Hello my name is Dehul Shingadia I and in group 4, our game is called Guilds of Triumph, the game is medical themes and it has aspects from both Uno and Heartstone. You can load the main menu by double clicking on the main\_Menu Scene in the project panel in the scenes folder and clicking on the play button at the top of the screen. The game has four different guilds, one for each player. Each guild has a distinguish colour, this is so the player can easily distingue which guild the card belongs to.

Once the game has loaded the player will be able to see the games main menu. On the left side, the player would be able to see some decretive example card design. these cards are different colors, have different designs and different attributes. Each guild has 10 numbered cards and X special cards, these special cards have certain attributes that provide the player with strategic advantages if they get lucky.

On the right side of the main menu are the buttons that will take the player to different scenes. There is Single player, Multiplayer, Help, Settings and exit. And above these buttons we find the game logo and game name.

By clicking on the Help button the game will take the player to the help page where the rules of the game are listed and an email address where players can find out more information. Pressing the back to Main Menu button will take the player back to the main menu.

Clicking on the setting button will take the player to the settings page. Here the player will be able to mute the sound, play their preferred type of music and select their favorite background. Pressing the back to Main Menu button will take the player back to the main menu.

Once the single player button is clicked, the player will be presented with two options to play a card or to pick a card. The player can pick a card and it will automatically move on to the next player. By clicking the pick a card button the second player will pick a card, this is repeated until it is player 0's turn. Each AI player will have the same ability’s as the player, they can pick a card or play a card. due to the game being in very early Alpha stages, not all of these features are completed or implemented just yet.

In the games, current state some of the cards do not have their own card design therefore they have temporary place holding art. The game currently provides the player with the ability to pick a card and end their turn. The player does not have the ability to place a card just yet but this will available in the Minimal viable product alongside many other improvements and features.

As a basis for our game we used YouTube tutorial as a foundation for our game. This taught us the basics of unity. The code tutorials we followed for this foundation as hard to change to make it suitable for our game, so we will be changing this for the minimal viable product.