**Team 5**

**Gwent on Android**

Weifeng Huang, KaiWen Wei, Jaehyeok Shin, Rei Orikata

**Problem Statement**

Mobile trading card games like Hearthstone is very popular comparing to traditional card games. The tradition card games usually come in physical edition. The setting up of a physical card game is very time-consuming. However, if we implement it on a mobile platform the application can set up the games for the player. That makes the game a lot easier to play thus much funnier to play.

In our card game, people can build their own card deck with the cards they like on the card collection in the game and use the deck to play with other players. In order to make their decks stronger they need to collect more cards by wining from others or trading with others. We can also add new features and new cards in the future for updating. Our team wants to develop a mobile trading card game for entertainment.

**Project Objectives**

1. Create an application that can let the user play our card game.
2. The application should have single player mode where the user can play offline.
3. The application should have multi player mode where the user can play with other player.
4. The application should let the player modify their deck with the card they have.

**Stakeholders**

User: Anyone interested in playing card game.

Commercial: it’s potential to become commercial product on android if we talk to the copyright company.

Developers: Weifeng Huang, KaiWen Wei, Jaehyeok Shin, Rei Orikata

Owners: Weifeng Huang, KaiWen Wei, Jaehyeok Shin, Rei Orikata

**Deliverables**

A card game application which user can play on their cellphone for entertainment.

We will develop the application using unity.