**Card Design - Globs**

Name on the top

HP just underneath name

Grows with each level

Increase by 17 \* level for now)

Commons base HP: 260

Uncommon: 320

Rare: 400

Epic: 475

Legendary: 530

Level in corner

Common globs start at level 1

Uncommon globs start at level 2

Rare globs start at level 4

Epic globs start at level 10

Legendary globs start at level 20

Attack

Fighting against a weakness doubles damage received

Adjacent colors receive half the damage (polish?)

Does not consume mana

Special Attack

Consumes mana

Defense

The value of the opponent’s attacked subtracted from the glob’s defense

Mana

Used to make special attacks

Damage received by the enemy is added as mana (maybe 2/3 to a half?)

Rarity

Placed in the bottom corner of card

Determines how high of a chance you can get the card

Five rarities:

Common – 100%

Uncommon – 80%

Rare – 60%

Epic – 40%

Legendary – 20%

Color

Determines weaknesses (maybe strength too)

Additional stats, such as weakness and description, can be found in a gallery-type setting

i.e. outside of the game

The game would only display the essentials listed above

EXP

Everyone starts with no exp

Level cap grows like HP with same stats

Experience gained is sum of levels of globs beaten \* 16

**Card Design - Items**

Items increase boost a certain attribute of a card

Boost/Restore HP

Boost Attack

Boost Defense

Boost/Restore Mana

Increase Level (outside games, this one’s a maybe)

Name on top

Image just below

Currency

Called Dots

1• is equivalent to 10₵ (can be changed later)

Used for buying cards in shop

Can be earned by selling unneeded cards (?)

Common – 10•

Uncommon – 20•

Rare – 40•

Epic – 80•

Legendary – 160•

Buying in bulk reduces price