

CCG Starter Kit

by

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INTRO

Thank you for purchasing the CCG Starter Kit. This product is designed for using with your games (also commercial) and isn't a complete project. The scripts and other assets in the package can be modified according to your needs.

CCG STARTER KIT

With this starter kit, you can make your collectible card game. The code is the base for our CCG game that will be available soon. We made a decision to share the code. However, we have removed our logos and the card images that are only our property. There is no multiplayer functionality because we removed the depreciated code and a new multiplayer will be available in an update coming soon. Keep in mind that it is a starter kit, not complete project.

QUICK START

- 1/ Go to the **Scenes** folder and add all the scenes to the **Build Settings**
- 2/ Start the **SplashScreen** scene
- 3/ Click the Advertisement big button (you can place your ad here or just insert any texture)
- 4/ Then the **LoginManager** scene is loaded
- 5/ This will be the place for signing up or log in; you can also invite your friends (all will be added with the multiplayer functionality)
- 6/ Now you should click the **QuickPlay** button
- 7/ It is the **DeckManager** scene
- 8/ Click the **My Decks** button (you can have 3 decks)
- 9/ Click the **Deck 1** button and then the **Create** button
- 10/ The pop up windows will ask you how big deck you want to create (you have 9 options)
- 11/ Choose one option, for example 20 cards
- 12/ Now scroll the cards and by double click choose the cards you want (the chosen card appears in one of the slots on the table below)
- 13/ One card can be chosen up to four 4 times (so you can have 1, 2, 3 or 4 the same cards in your deck)
- 14/ If you have selected the 20 cards option, you must choose exactly 20 cards

- 15/ You can **Delete** the chosen cards in the deck or **Save** the deck (but first write a name of your deck)
- 16/ In a similar way, you can create the other two decks
- 17/ Keep in mind that you can **Edit** decks when you want by replacing your cards
- 18/ Right click on the cards you want to remove and then double click the cards in the scroll to fill the empty slots
- 19/ Now you have all your decks with your chosen cards in them
- 20/ Then click **Game Manager** button in the menu (the **GameManager** scene)
- 21/ Now you can click the **Play** button
- 22/ The **CardGame** scene opens and you can click the **Start** button to start the game
- 23/ You can load your decks or choose random cards
- 24/ You will have a mulligan option (you can replace 1 to 2 cards)
- 25/ Or just click **Continue**
- 26/ Either the AI or you start the game
- 27/ If it is your turn, just drag your card on the battlefield and click **End Turn** to make AI's turn
- 28/ You see the changing scores depending how strong the card is

INPUT

ALL SCENES

Q - Quit game

X - Go to another scene (loading splashscreen)

M - Show/Hide Pause menu splashscreen)

BATTLEFIELD SCENE

Left Mouse Button - Drag cards

Esc - Reset game

Right Mouse Button - Redraw Card

1 - Full View Camera

2 - Player1 View Camera

3 - Perspective View Camera

Perspective View Camera Navigation

Up Arrow - Zoom In

Down Arrow - Zoom Out

Right Arrow - Move Camera Rightwards

Left Arrow - Move Camera Leftwards

Scroll Wheel - Camera inclination

Middle Mouse Button - Reset Perspective View Camera

DECKBUILDER SCENE

Drag Left Mouse Button - Scroll Card Collection

Scroll Wheel - Scroll Card Collection

Down Arrow - Stop Automatic Scrolling

Right Arrow - Automatic Scrolling rightwards

Left Arrow - Automatic Scrolling leftwards

Double Left Mouse Button - Spawn cards to the deck

Right Mouse Button - Delete cards from the deck in Edit mode

Scroll Wheel - Scroll the Deck Camera to see all the cards in the deck

A/D - Scroll the Deck Camera to see all the cards in the deck

SCRIPT REFERENCE

SplashScreen scene

SplashSceneNavigation.cs – a simple script for loading the **LoginManager** scene

LoginManager scene

LoginManagerNavigation.cs – a simple script for loading the **DeckManager** scene

DeckManager scene

OrderCardsOneArray.cs – a simple script for ordering all the available cards in one array to scroll them easily

SaveCardDeck1.cs – a huge script for the first deck manipulation (checking all cards' scale in the deck, editing the deck, a card generator that converts a name of a given card (kept in a binary file if any) to real prefab)

SaveCardDeck2.cs – a huge script for the second deck manipulation (checking all cards' scale in the deck, editing the deck, a card generator that converts a name of a given card (kept in a binary file if any) to real prefab)

SaveCardDeck3.cs – a huge script for the third deck manipulation (checking all cards' scale in the deck, editing the deck, a card generator that converts a name of a given card (kept in a binary file if any) to real prefab)

PauseMenu.cs – a script for managing the pause menu in game

DeckManager.cs – a huge script for manipulating all the decks (setting spawning points for all deck sizes, spawning cards and creating decks)

DeckManagerNavigation.cs - a simple script for loading the **GameManager** scene

CardCounterManager.cs – a huge script for counting how many cards have been spawned for each type

GameManager scene

GameManagerNavigation.cs - a simple script for loading the **CardGame** scene

CardGame scene

CardGame.Navigation.cs - a simple script for loading the **GameManager** scene

ScoreSystem.cs – a script for counting score to know who has won

CardRedrawManager.cs – a simple script for manipulating redrawing cards

CircularScrollCardsMulligan.cs – a script for the mulligan functionalities (replacing the cards in the decks)

LoadDeckCards1.cs – a script for manipulating the first deck (loading the deck, getting the deck, randomizing the cards of the deck, spawning the mulligan cards)

LoadDeckCards2.cs – a script for manipulating the second deck (loading the deck, getting the deck, randomizing the cards of the deck, spawning the mulligan cards)

LoadDeckCards3.cs – a script for manipulating the third deck (loading the deck, getting the deck, randomizing the cards of the deck, spawning the mulligan cards)

AIController.cs – a script for controlling the AI behaviour

AISpawnBattlefieldCard.cs - a script for spawning the AI deck

MulliganCards.cs – a script for manipulating the mulligan cards for all the decks

PauseMenu.cs – a script for managing the pause menu in game

card object

DragObjectWithMouse.cs – a simple scrip for a dragging card behaviour

Player1SnapCardToSlot.cs – a script for snapping the card to a slot of the battlefield

CardX.cs – a script for managing a card type

CONTACT

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CHANGELOG

Version numbers:

v. 1.0:

- Base version
- All fundamental behaviours added