

**Project:** Online TCG Game Maker

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**Course:** CS462

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## User Guide

This guide explains how a non-technical user can sign in, create game content, build a deck, and run a playtest in our Online Trading Card Game Maker project.

What you can do in the Alpha version:

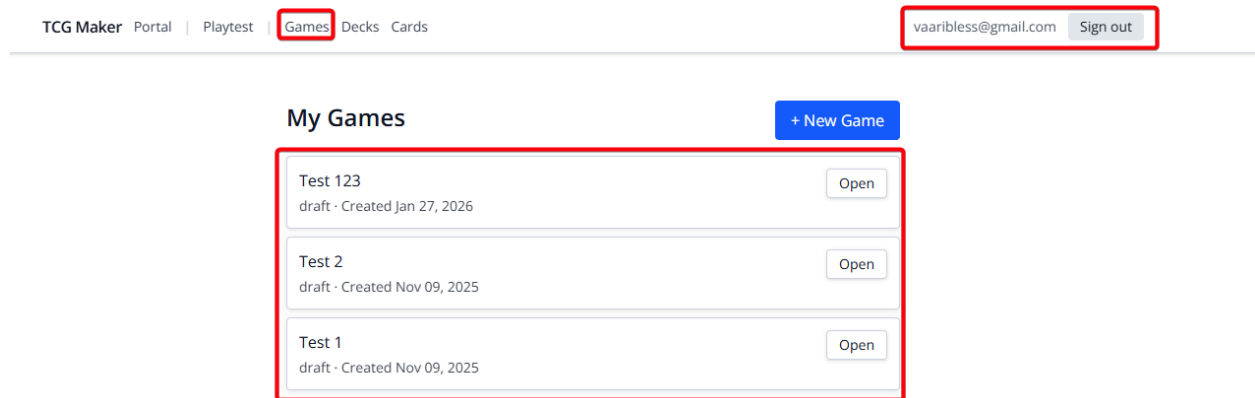
- Sign in and open the project dashboard
- Create or manage a game
- Create your own cards with their own unique values and properties
- Build a deck from saved cards dedicated to one game
- Launch a playtest using the saved deck that you have created
- See AI turn behavior during playtest with a mirrored deck of your selected deck

***Recommended browser and platform: A personal computer running the current version of Chrome, Edge or Firefox***

# 1. Start at the dashboard

Use this section when you want to enter the app and begin working on user generated content. The dashboard is the starting point for creating cards, building decks and launching playtests.

1. Open the deployed TCG Maker site in the browser of your choice.
2. “Create” an account using magic link sign in via Supabase, or sign in with GitHub when the app asks you to authenticate.
3. Go to My Games. This area shows games you own and can edit.
4. Select an existing game, or choose New Game to create one.
5. Open the game you want to work on before moving on to cards or decks if you want to create content specifically for that game.



*Figure 1. Example dashboard workflow showing where to find games, create a game and continue to cards or decks*

**Expected result:** You can see at least one game entry and can open its cards or decks area.

## 2. Create cards for your game

Cards are the building blocks for your decks and your playtests. Create enough cards first, so the builder has something to pull from when you go to playtest.

6. Open your chosen game and go to the add cards section.
7. Choose the + New Card button

8. Enter the card information shown on the form, such as the card name, type and unique parameters.
9. Review the information shown and ensure it is correct to your liking.
10. Upload an applicable image at the bottom of the form if necessary
11. Click Create at the bottom of the form.
12. Repeat this process until the game has the appropriate cards that you would like to playtest.

### New Card

Game

Test 123

Name

Type

Unit

Cost

Attack

0

0

Defense

0

Rules / Description

Card ImageChoose File No file chosen

Create

Figure 2. Example card authoring screen with fields applicable to fill out for the user.

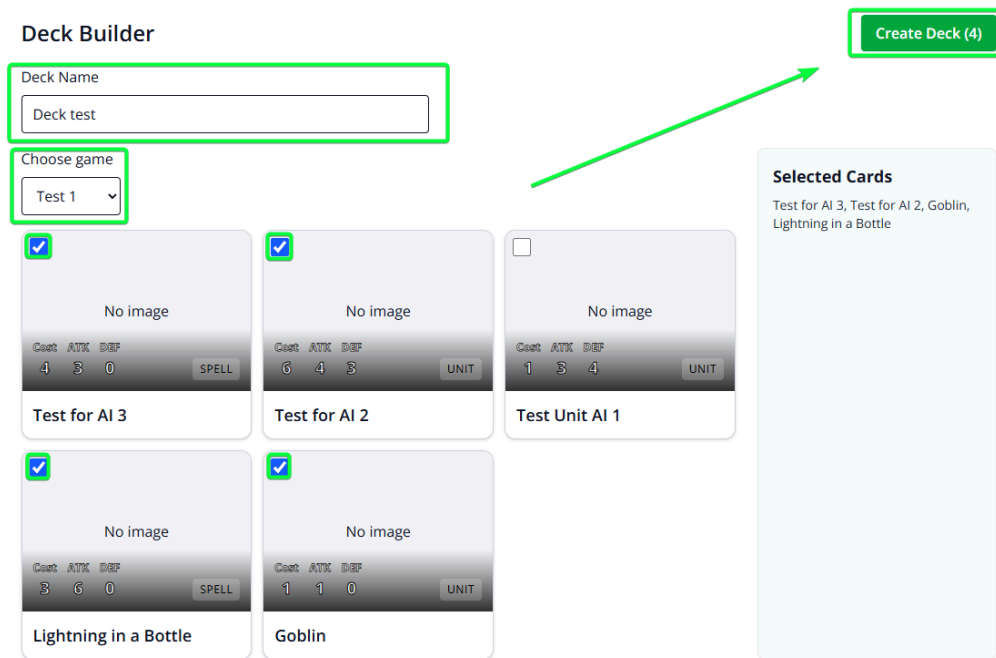
## 3. Build and save a deck

A playtest uses a deck, so this step must be completed before starting any gameplay.

13. Go to the decks area for the game of your choice.
14. At the bottom of the page, notice the deck builder

15. Select your created cards and enter a deck name that will be easy to recognize for later playing.
16. Press Create Deck.

**Expected Result:** The new deck appears in your deck list, and is now available for playtesting.



*Figure 3. An example of the deck builder with the appropriate fields selected and filled out.*

## 4. Start a playtest with created deck

The current Alpha build supports deck connected playtesting, meaning the playtest loads from your saved deck instead of a sample deck.

17. Navigate to the playtest route
18. Start the playtest. The system should load the selected deck and create a game state with an AI opponent.
19. Review your initial hand, the field and other visible game areas.
20. Use the available functions and controls to progress the test, such as ending your turn or taking other allowed actions.
21. Watch the action log or visible game updates to confirm that AI turn logic is functioning as intended (a mirrored deck).

22. Continue playtest until you have confirmed that the deck and game flow are behaving as expected.

### Playtest (Deck for AI Test)

Turn: 3

Draw End Turn Reset

Your Deck (0)  
(top card hidden)

Your Discard (0)

Your Hand (2)

Test Unit AI 1  
unit • Cost 1

Test for AI 2  
unit • Cost 6

Your Battlefield (3)

Lightning in a Bottle  
spell • Cost 3

Goblin  
unit • Cost 1

Test for AI 3  
spell • Cost 4

Opponent Deck (0)  
(hidden)

Opponent Hand (3 cards)  
(hidden)

Opponent Battlefield (2)

Lightning in a Bottle  
spell • Cost 3

Goblin  
unit • Cost 1

Opponent Discard (0)

Action Log

```
Opponent plays: Goblin
Opponent tried to draw, but their deck is empty.
--- You ended turn 2. Opponent is thinking... ---
Played to battlefield: Test for AI 3
Opponent plays: Lightning in a Bottle
Opponent tried to draw, but their deck is empty.
--- You ended turn 1. Opponent is thinking... ---
Tried to draw, but deck is empty.
Played to battlefield: Goblin
```

Figure 4. Example playtest view against an AI opponent using a user generated deck

## 5. Where can I find help?

- The project Wiki: Use this for release notes, any necessary setup details and known issues
- Source Repo: Use this to report bugs, review any open known issues or find our latest code.