



EASY CARD GAME

PRODUCT DOCUMENTATION



is a game & Unity Toolkit to help you to create 3D multiplayer card games easily. We built this game like Gwent The Witcher Card game.

By using Easy Card Editor, It is super easy to make new cards with your own custom images.

Requirements

Unity 2019.4.11f1

Universal Render Pipeline (URP) 7.5.1

Photon PUN 2 (Optional)

Easy Card Game comes with a pre-designed card game with 19 different cards.

To play it, please visit <https://www.easycardgame.com/>

The game is turn based. There are 4 table layouts, and 2 hand layouts.



There are 2 types of cards, organic and skill. Organic cards should be placed on one of your tables, then you can use them.

Healer cards can heal any card in their layouts.

Attacker cards

- Melee attacker

Melee attackers can be placed in the melee table row, and only can attack to the cards which they placed in opponents melee table layout.

- Ranged attacker

Ranged attackers can be placed in the range table row and can attack to any placed card of the opponent.

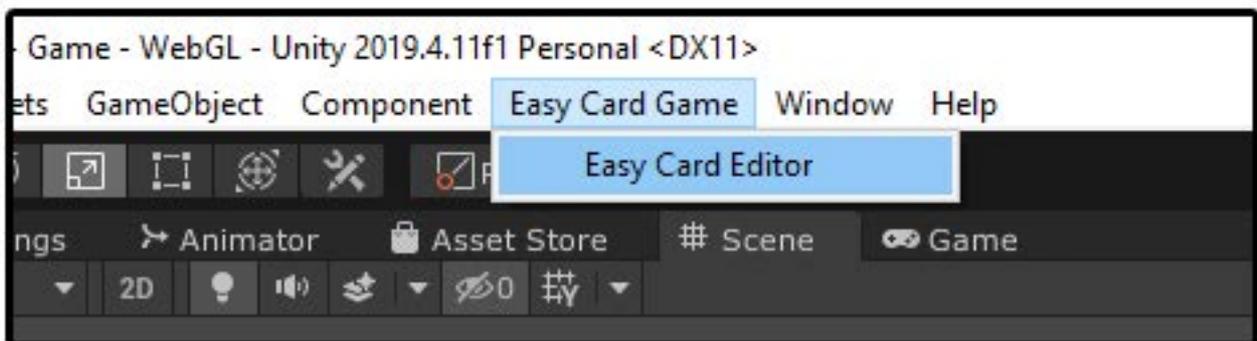
- Melee & ranged attacker

These cards can be placed in both table rows, and can attack cards in both opponents layouts but with different effects & damages.

EASY CARD EDITOR

Easy Card Game allows you to create your cards & your own world, including effects & levels.

Lets start with Easy Card Editor. You can open it by using this button.



By using Easy Card Editor, you can create & modify cards. Now click on a card in the editor to preview it.

You can modify all of the properties of the card here. Please check next page for the explanation of all the properties.

Save

Preview card on scene view

Card file name: Dragon

Card interaction type: Organic

Card type: Attacker

▼ Cards Identity

Unity rich text supported.

You can use *ITALIC* **BOLD** colored text etc.

For rich texts commands, check here.

Name Dragon

Description

True ancient card

▶ Cards Color

▶ Cards Skill

▶ Cards Health

▶ Resistances

▶ Attacks



change

Before the explanations of the card editor, **to not lose any changes**, you may want to know how it is working. After changing a property, If you click on the preview button, you will see the 3D preview of the card including the card tooltip. But If you do not save your changes (by pressing save button), your changes will not be saved.

Lets start to understand the properties of the card!

Name;

- Card name will be the name of the card, and you will see it on the tooltip. You can use rich text here to make the card names unique. For example; `<color=magenta>Zombie</color>` will result like this=>

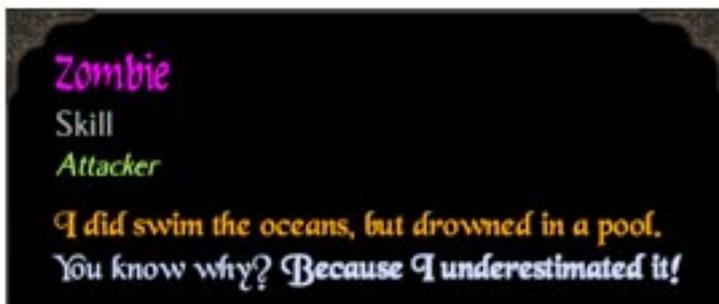


Desc;

- Every card has multi lined text area on their tooltip to share a story or a joke. For example;

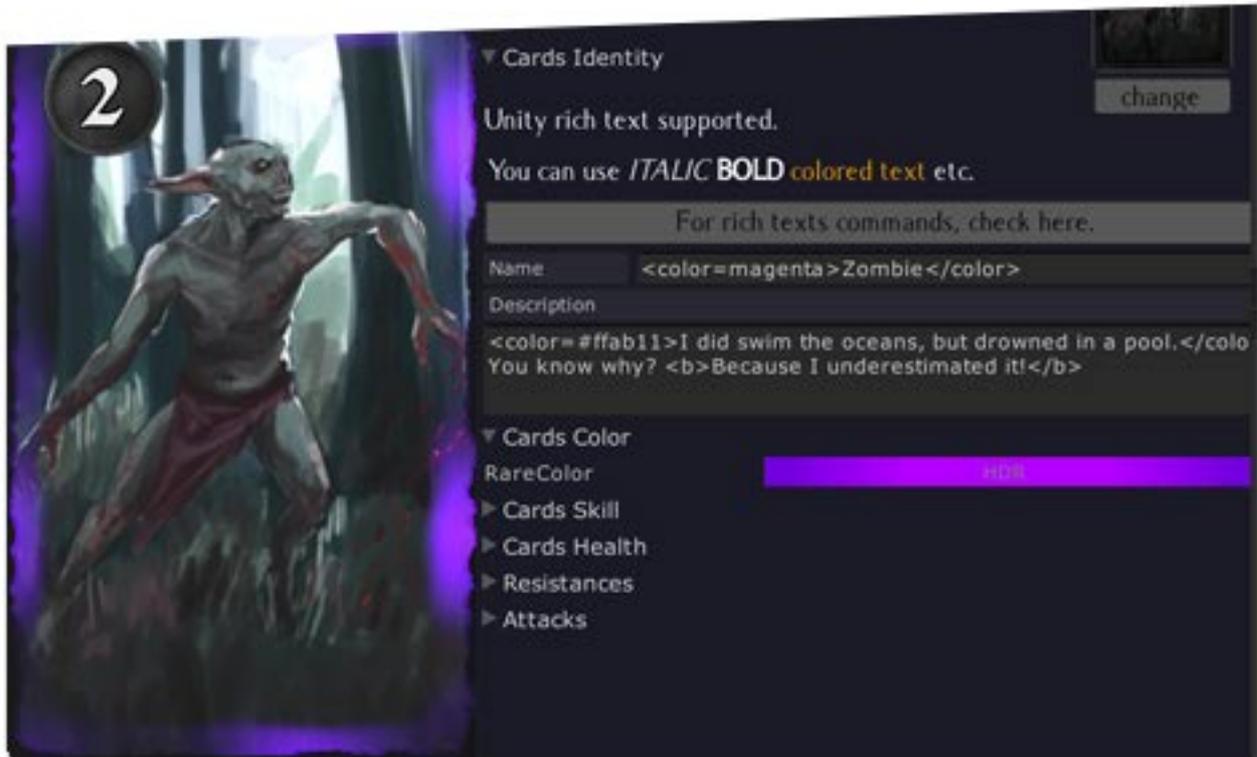
`<color=#ffab11>I did swim the oceans, but drowned in a pool.</color> You know why?`

`Because I underestimated it!`



RareColor;

- Cards may have a shiny color on the corners. This is a HSV color which means you can use intensity slider to make it more shined.



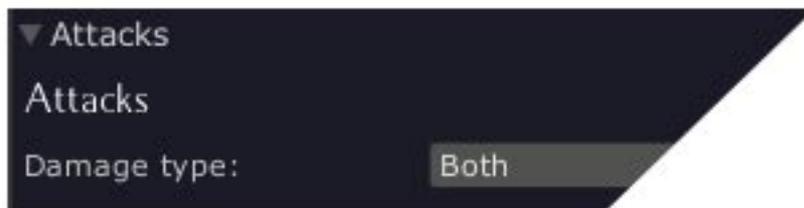
SkillEffect;

- When a card targets another card, it will use this property for visualization. For ranged-only and melee-only cards, you will see a single skill effect selection, like this;

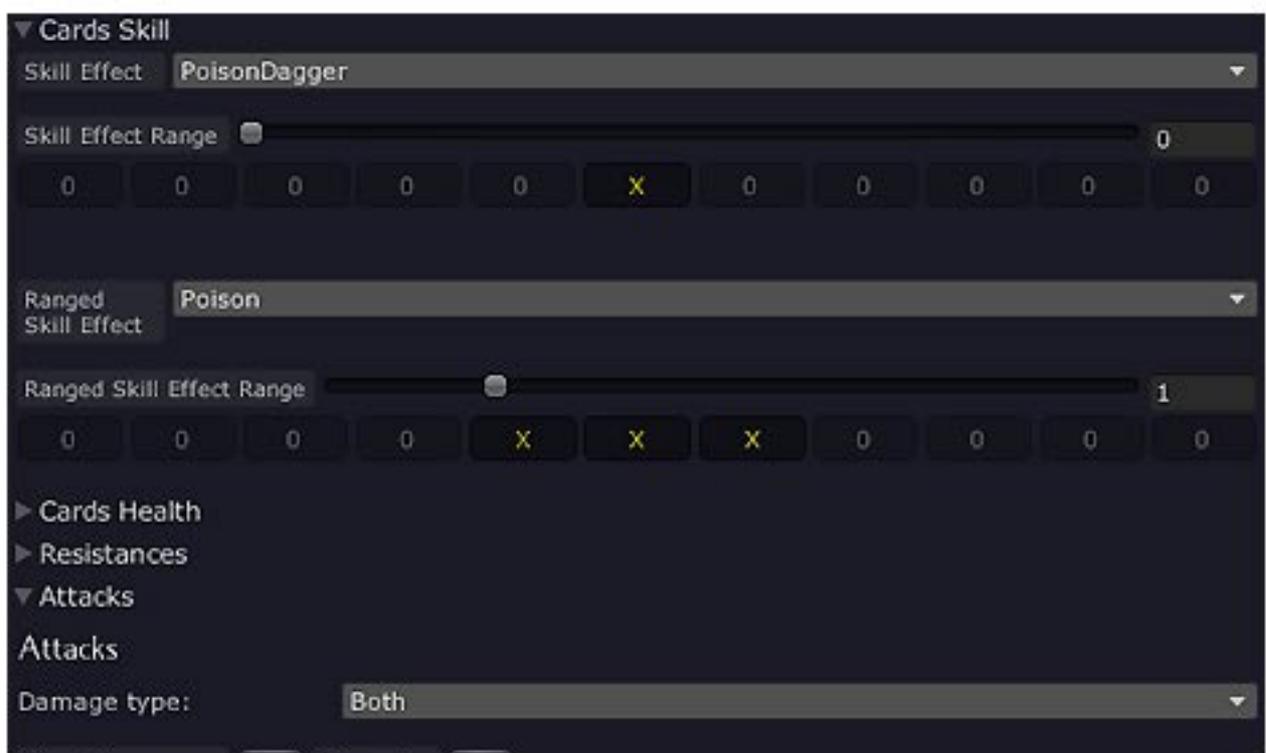


But for the cards have Both attack types, there are two options. One for the melee, one for the ranged.

If the attack type is Both like here;



You will see another effect in card effects; Ranged Skill Effect;



Skill Effect Range;

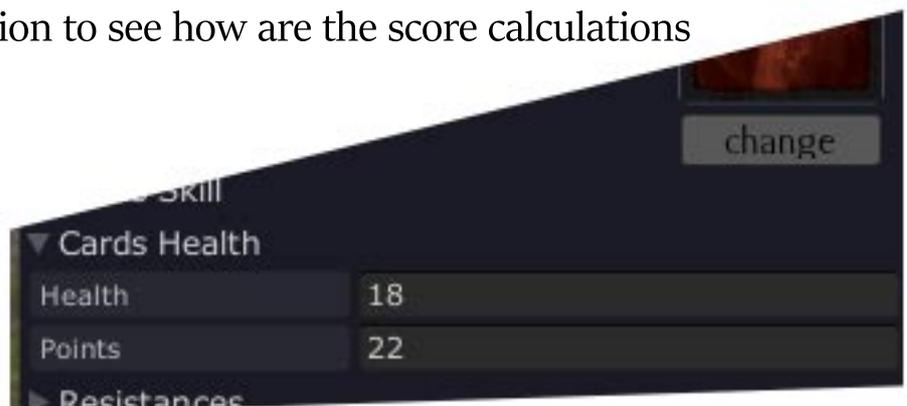
- When a card attacks/heals another card, usually it affects only the target. But with this option, you can increase/decrease the range of the effect to make the other cards in the row can be affected. You will also see the preview of the skill effect range here (Skill Effect Range Visualization). When Skill effect range is zero, it will only affect the target. But when we make it 1, this will be the result; (please check the next page).



Three hits!

Health;

- Organic cards should have a positive health value. When you place them in the table, they can be attacked. When a card dies, it will give the points to the opponent, which you can set here. You may want to check technical documentation to see how are the score calculations working.



Resistances & Attacks;

*You will not see this option if the card is not organic & healer.
Because only organic cards can have resistances.*

Since organic cards should have placed on the table. They may have resistances for incoming attacks.

There are currently 5 types of effects available; Physical, Fire, Cold, Poison and Lightning.

For example, when a card has 4 fire damage, and the receiver has 3 fire resistance, the final damage will be 1.

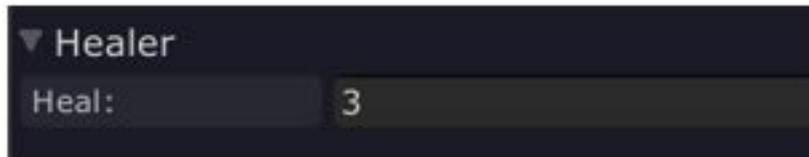
For attackers have both types of attack (Melee & Ranged), you will see an extra slot for ranged attacks. For example, she is an archer but she has different attack for ranged & melee attacks.



Heal;

You will not see this option if the card is not an healer.

When you create and modify a healer card, you will see this property. It means the power of healing of the card.



Data Folders & Usage

The game reads all of the customizable data from Resources.



 : data folder

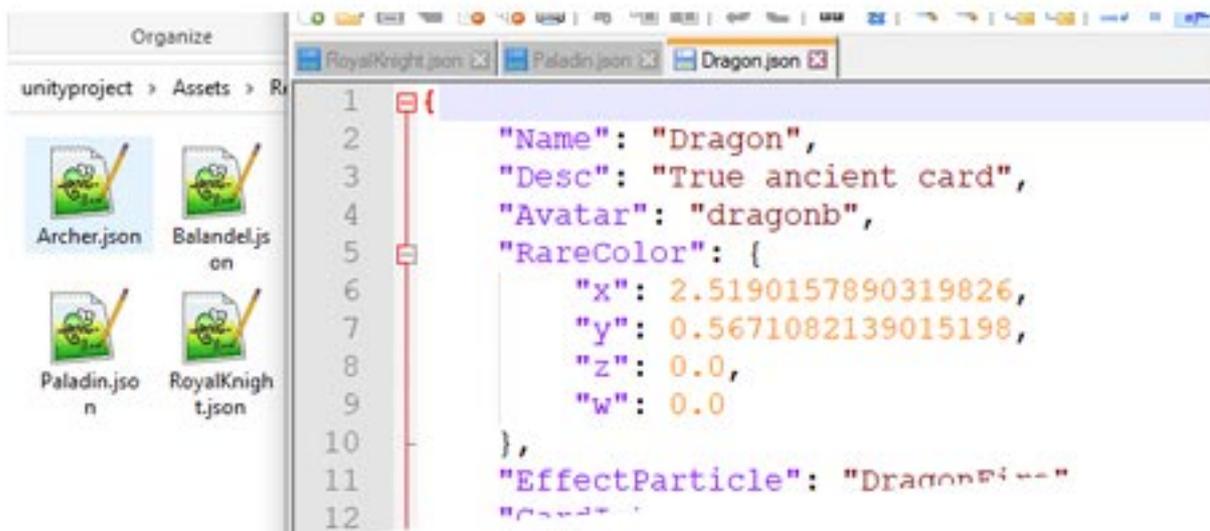
Avatars folder;

Contains all of the images of the cards. Easy Card Editor also reads from this folder. To use a new image, just put the image in this folder, and you should see it in card selector here;



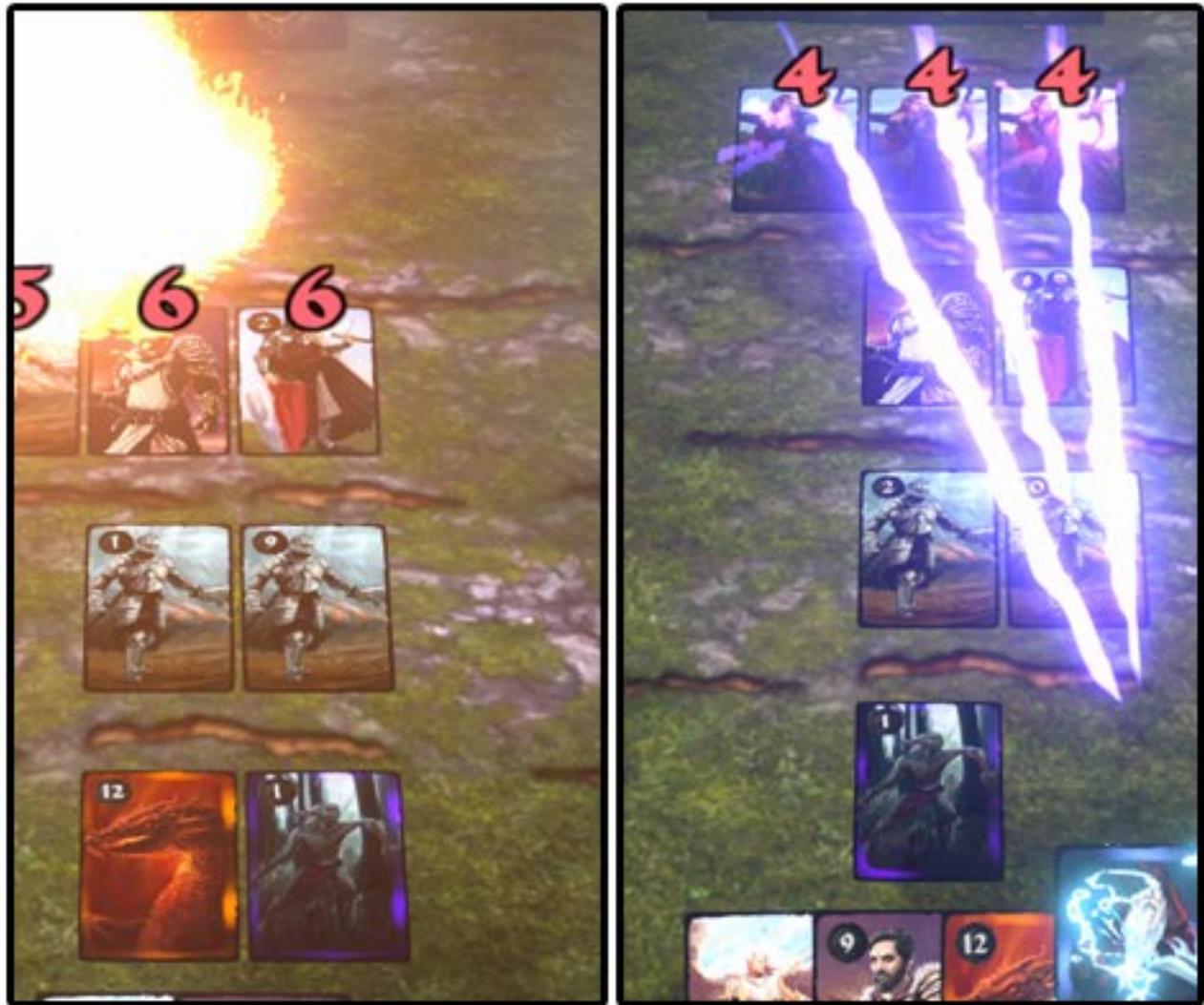
Cards folder;

Contains all of the cards you have created with Easy Card Editor, as JSON text file.



Skill Effects;

You can find the current skill effects here, and you can add more. Please check the next page to understand how they are working.



Adding & editing the skill effects are super easy. But first, you may need to understand about the current skill types and how you can script new ones!

The current skill effect types are; Instant Target, Lightning & Mover.

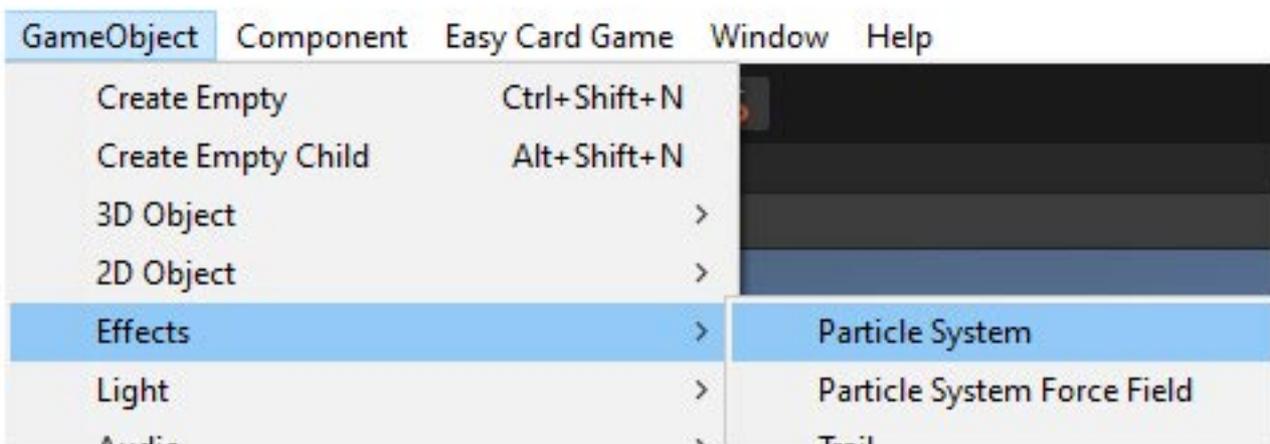
Instant target effects instantly appears on the target.

Lightning will adjust the child particle systems to make a ray from the start position to the end position.

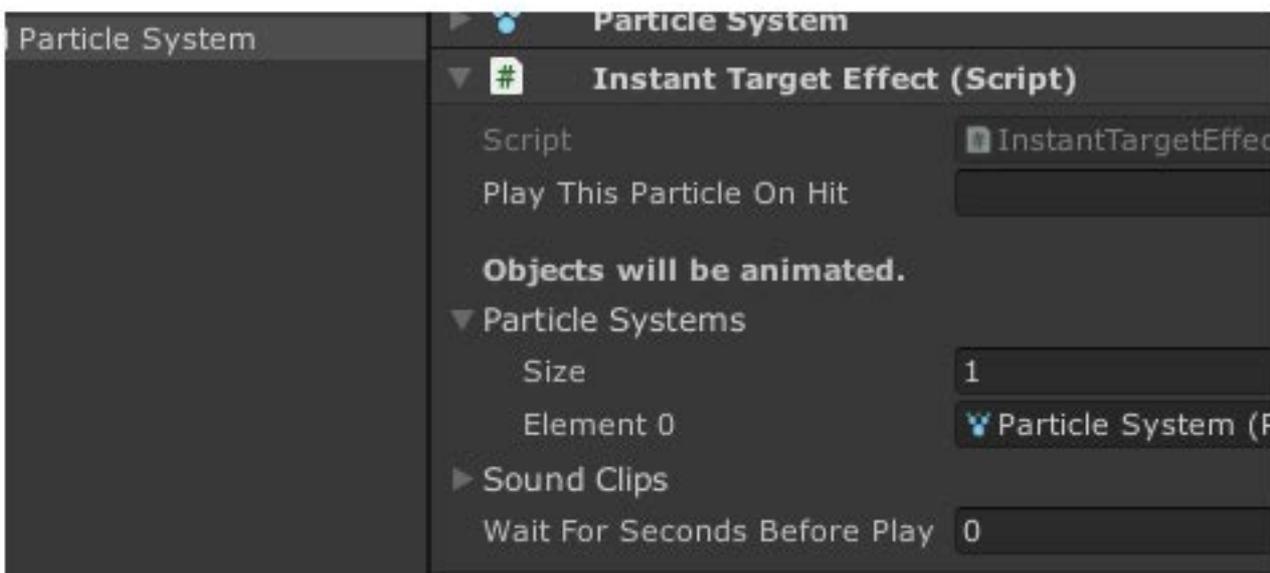
Mover effects will move the effect from the start position to the end position with an animation curve.

For example;

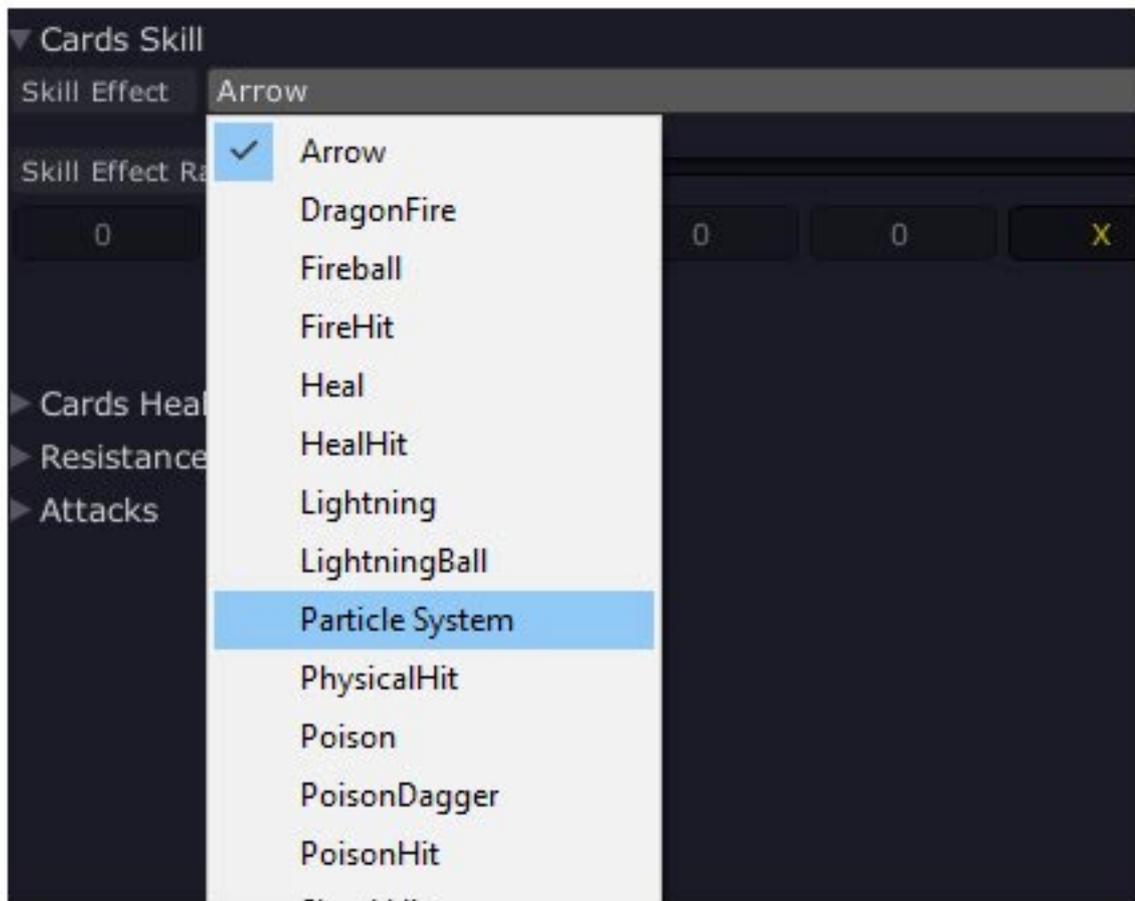
Create a particle system;



Add a Instant Target Effect component on it;



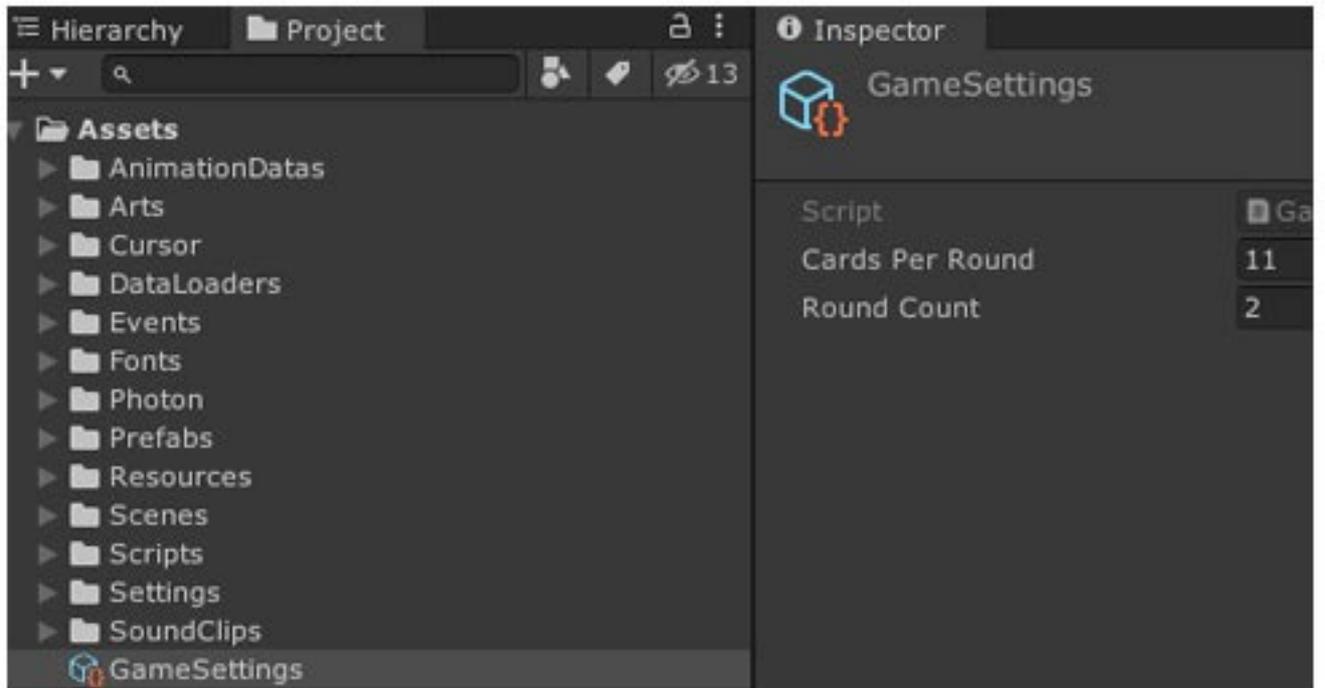
Now drag it to the Resources/SkillEffects folder to create a prefab. In Easy Card Editor, you should see it on effects dropdown. Now the card will be able to use this effect;



Game Settings

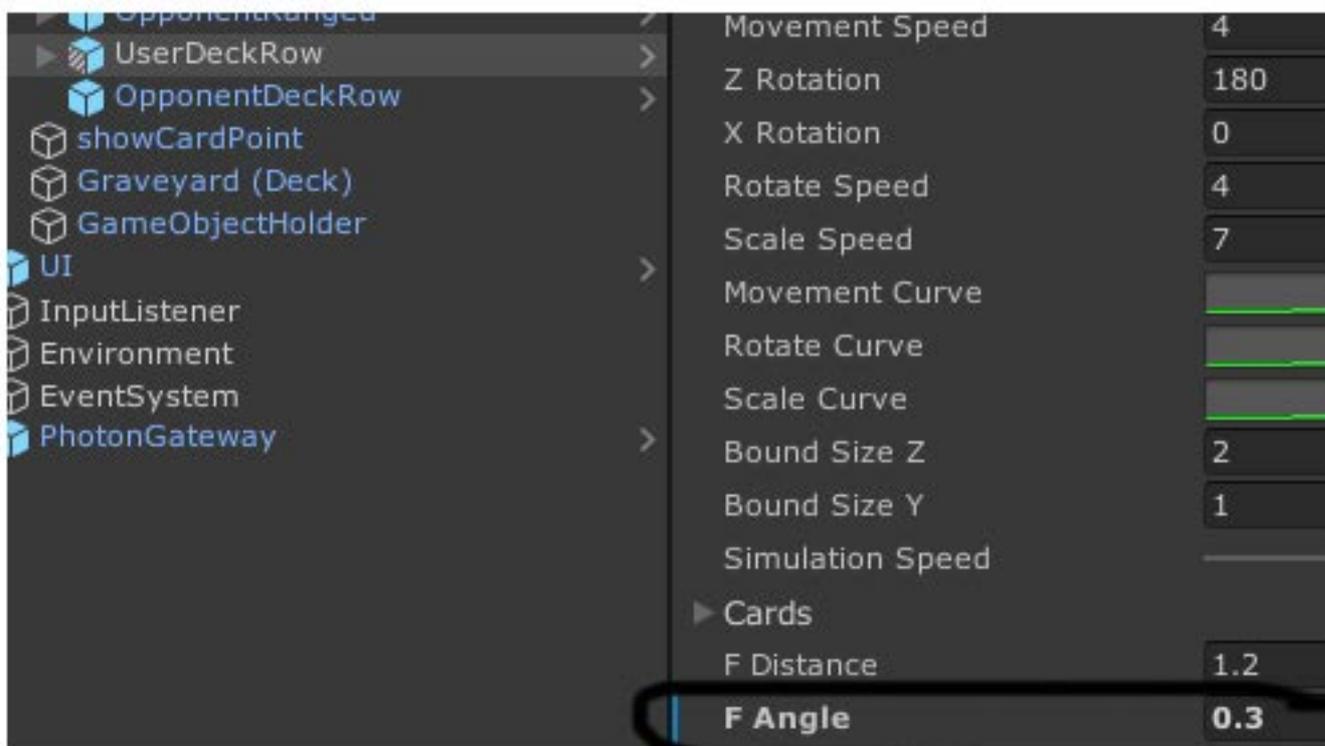
As default setting, there is 2 rounds in the game. Both sides will start with 11 cards, and will get more 11 cards in the second round.

But It is customizable by GameSettings, which you can find it here.

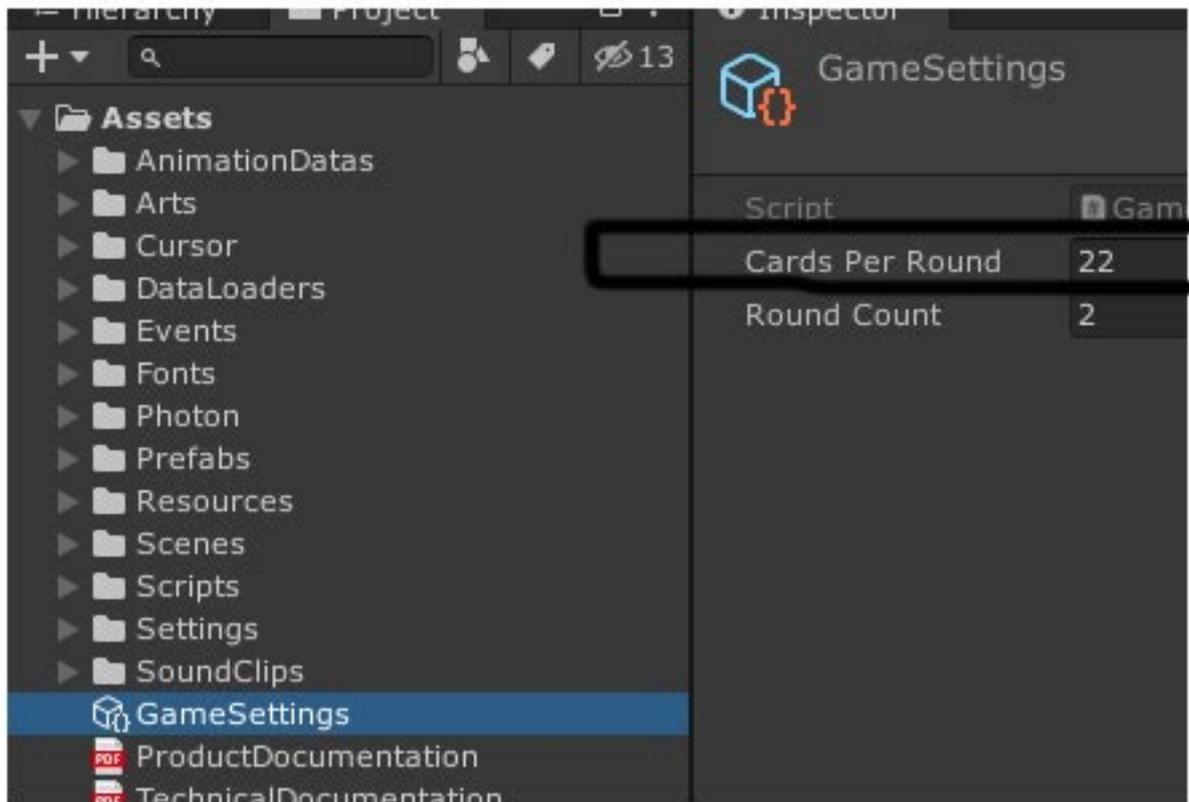


Lets test a crazy thing!

Now reduce the DeckLayout angle like this, so cards will stay closer;



And change the cards per round to 22

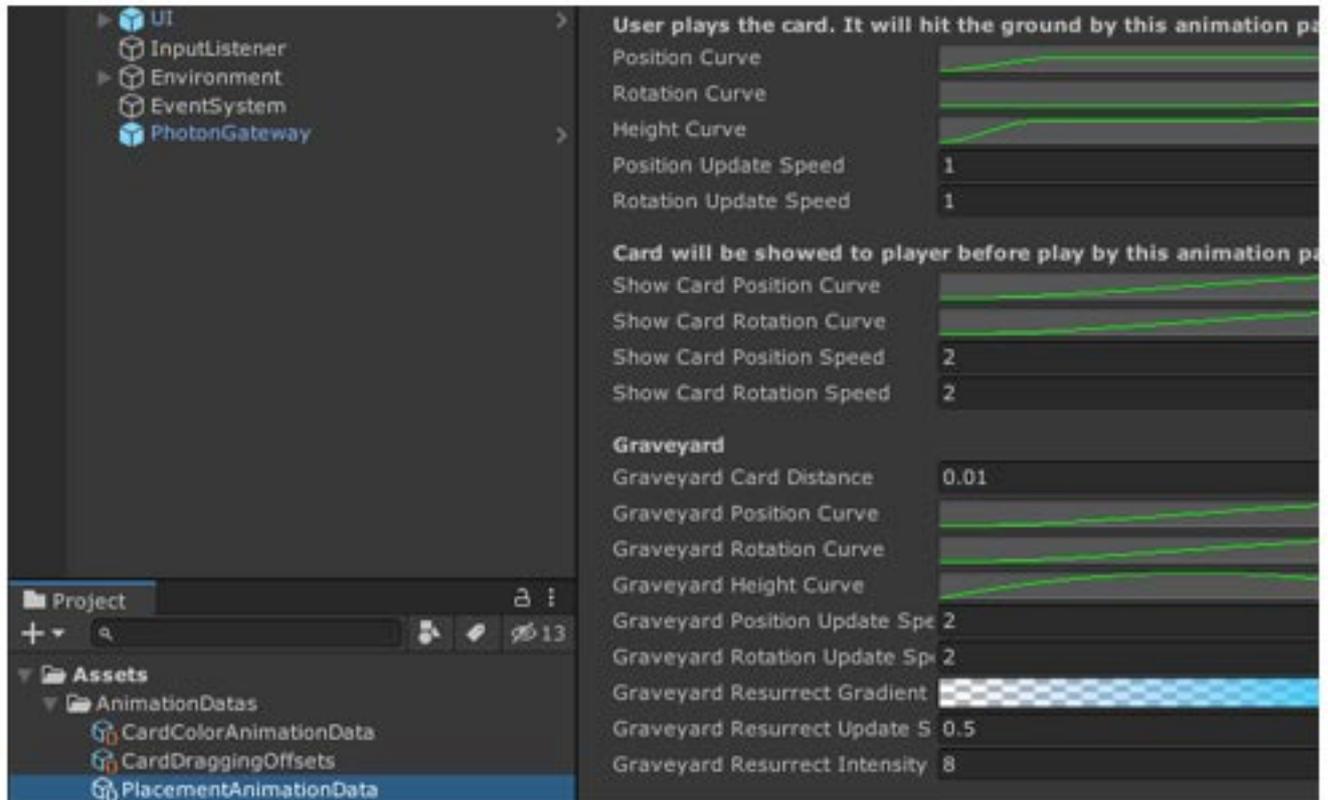


The result is:



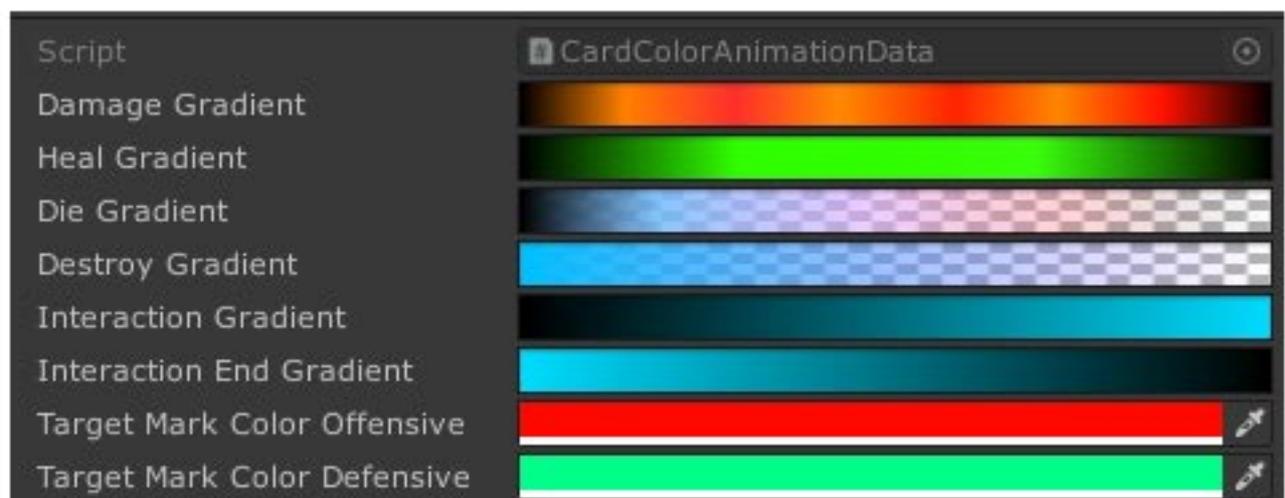
Animation Datas

Easy Card Game uses Unitys Animator & CardGame.Animation both. For example, when you place a card from your hand to the tables, there is a card drop animation should be play. It is completely customizable.



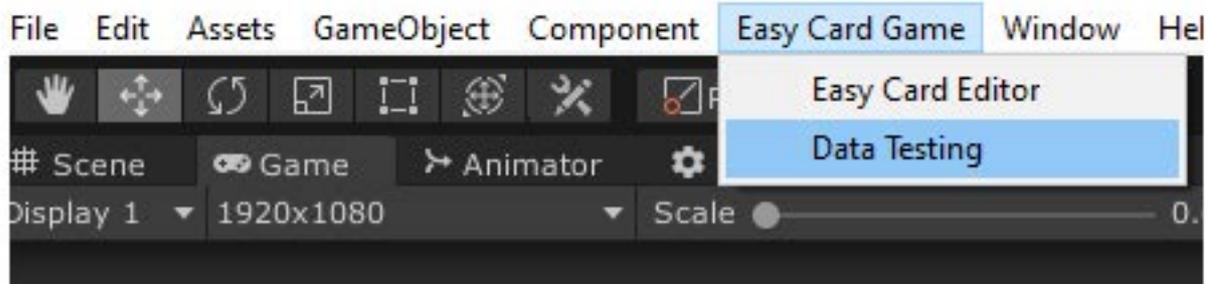
In this example, Height Curve property will raise the card then put it down. Thats how we got that fancy animation.

Also, you may want to check CardColorAnimationData to change the colors of card animations.



Data Testing

You can always check the validity of your data folders by using this tool.

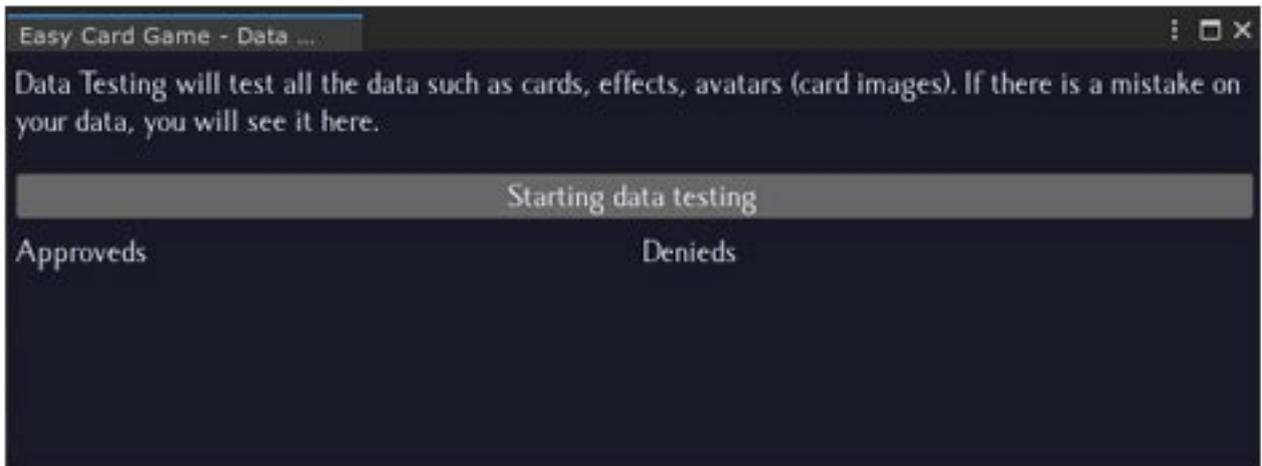


Data Testing tool will check your all data and will notify you if there is an issue. Because cards are text files in JSON format and you dont have to use Easy Card Editor to create/edit cards. You can do that by even using a text editor.

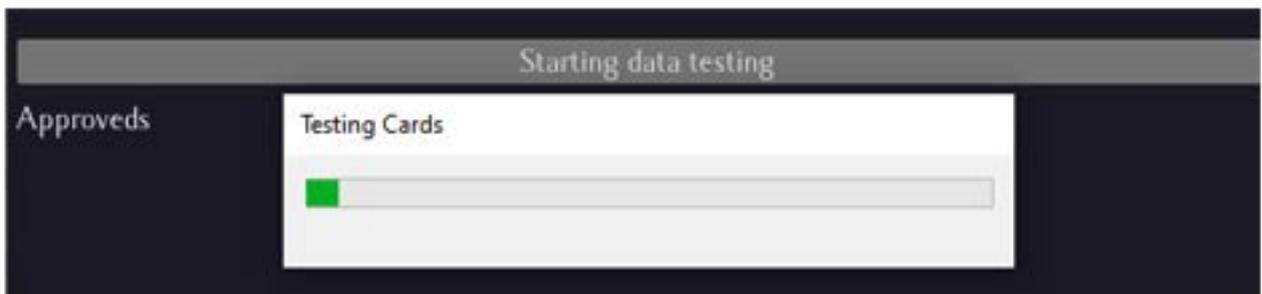
```
Archer.json x
1  {
2      "Name": "Lefta",
3      "Desc": "She is a pit point archer",
4      "Avatar": "archer3",
5      "RareColor": {
6          "x": 0.0,
7          "y": 0.0,
8          "z": 0.0,
9          "w": 0.0
10     },
11     "EffectParticle": "Arrow",
12     "CardInteractionType": 0,
```

Now lets try to use it! *(Please check the next page)*

Data Testing



By clicking on *Start data testing* button, the process will start. Depends of your data (how many cards, how many effects etc.), it may take longer time.





*Now you are ready to use **EASY CARD GAME** to build a game with your own cards. If you have suggestions or need support, please check <https://www.easycardgame.com> for the contact information.*