

# Alchemy Shuffle

**Summary:** its a card game where you have base elemental cards(earth,wind,fire,water) and you can combine them to make new cards with different stats,i have some lore in my head where you are like a student in an alchemy school and this is the game they play to decide who is stronger

**Inspiration:**insctyption and card wars from adventure time

**Platform:** currently only web but ideally pc and mobile

**Development software:** unity-audacity-aseprite

**Genre:**card game

**Target audience:**casual gamers/table top game fans

**Gameplay overview:**you place cards and combine them to attack your opponent

**Theme interpretation:** I interpreted alchemy as mixing elements to create new ones

**Primary mechanics:** placing/combining cards

**Secondary mechanics:** drawing cards

**Art design;**low res pixel art

**Music;** calm music which is currently not there

**Sfx:**I used public domain assets

**Ui:** all of it is integrated into the gameplay like the end turn button

**Controls:**only uses the mouse so it will be easy to port to mobile