

Card Name	Effect Length	Sound In?	Card Intent	Area of Effect	Damage	Effect Time	Cooldown	Place-able?	Frame Color	Description/Theme	Engineering Notes
Lightning Bolt		TRUE	Small AoE, High Damage, Low Cooldown	1	10	1	1.3	TRUE	Red	Deals high damage in a small aoe	Easy- Prefab for Guide, prefab for effect
Acid Spray		TRUE	Large AoE, Low Damage, High Cooldown	6	2	5	4	TRUE	Green	Deals low damage in a large area.	Easy- Prefab for Guide, prefab for effect
Beam Weapon		TRUE		Horizontal across lowest height (same height as small enemies)	4	1	2.5	FALSE	White	Deals damage to taller enemies	Easy- prefab for effect, set active for a few seconds
Rapid Fire		TRUE	Fire bullets at a faster rate	Player bullets	1	2	2	FALSE	Brown	Increases Tower's rate of fire.	Easy- set fire rate for a few seconds
Heal Pulse	0.5-1	TRUE	Restores tower health by 20%, High cooldown	Player tower	N/A	N/A	3	FALSE	White	Heals Tower Health by 20%.	Easy- method in player health script to add to player's health
Blockade	0.5	FALSE	Obstacle that temporarily blocks enemy progress, enemies have to hit it to destroy it, wall deals fractional damage to the enemy	2	0.5	N/A	4	TRUE	Blue	Places a wall that halts enemies progress	Medium - we got it in, but it took a while to make an object that the enemies considered a player (so they could attack it)
Berserk Bullets		TRUE	Shoot more powerful bullets at the cost of temporarily lowering the tower defense against enemy damage	Player bullets and player tower	2.5	4	3	FALSE	Brown	Fires powered-up bullets.	Easy- set the bullet the player uses to a different bullet prefab that's more powerful
Pushback bullets		TRUE	Pushback enemies upon contact for pushback damage. Not as powerful as tower shield	Enemy and nearby enemies behind	0.8, 3 on knockback	3	2	FALSE	Brown	Pushes enemies backwards.	Medium- edit enemy knockback script; change bullet knockback and damage; Add a fourth bullet prefab in case player combine berserkerbullets and pushback bullets
Tower Shield	0.5	TRUE	Shield that surrounds the tower (one-time use). Enemies that hit the shield get pushback damage and can damage other enemies behind them from the pushback (domino effect). Destroyed after one enemy hit.	Player tower	1.6, 6 on knockback	0.3	3	FALSE	Blue	Damages and pushes enemies when Tower is touched.	Hard- make a wall with 1 health; edit enemy knockback; apply knockback to all enemies in an area
Time Warp	2.5	TRUE	Slow down enemy movement for a limited amount of time	10	N/A	6	3	FALSE	Purple	Slows all enemies for six seconds.	Hard- find all enemies in an area, OnTriggerEnter2D set their movement speed to 0?
Quicksand	4	TRUE	Freezes enemies in place in a certain area for a short period of time	6	N/A	4	3	TRUE	Green	Stops all enemies in a large area.	Hard- same as Time Manip
Tornado	2	TRUE	Damages all enemies onscreen. Requires 2 cards of this type.	10		N/A (ends when it goes off-screen 4	1 / 7	FALSE	Red	Use twice to deal massive damage to everything.	Hard- signaling for the player might be difficult; could change the card itself so it detects if the TornadoCount is at 1; reset it when it's at 2 and use the big tornado effect

[illegible]

Card #	Card Name
0	Acid
1	Beam
2	Rapid
3	Lightning
4	Tower Shield
5	Berserk
6	Heal
7	Pushback
8	Blockade
9	Quicksand
10	TimeWarp
11	Tornado

[illegible]

Name	Total Score	Vote 1	Vote 2	Vote 3	Vote 4
Tower of Cards: Attack On Bean	12	1	1	4	6
Beanflight! Cardguard	14	4	2	2	6
A Song of Cards and Beans	15	5	4	3	3
Bean Souls	3	15	3	4	6
Bean-serk	18	1	5	6	6
Tower of Cards: Attack of the Beans	19	2	5	6	6
Magic Cards: Bean Edition	19	5	2	6	6
Card Game: The Towering	19	1	6	6	6
Attack on Bean	24	6	6	6	6
Tower of Cards	24	6	6	6	6
Cards x Beans	24	6	6	6	6