



Tristan Mosher & Steven Striplin Presents Out of Control

Out of Control is a turn-based multiplayer one-versus-one card-based video game using HTML and javascript, inspired by the board game Control. Each player takes a deck of 26 cards to play against an opponent. Using card specific abilities trigger via the three main mechanics of the game, Discard places a card from your hand into the graveyard to trigger an ability, Play places a card from your hand onto the board to count for points and trigger abilities, and Discharge which places a card into the graveyard to destroy a card on board of less than or equal power. Use the discard, play, and discharge mechanics to attempt to outwit your opponent in reaching the winning score of 21 or greater before they do.

