**Platform for creating and playing custom digital card games**

SE-B-2

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Digital card games are increasingly popular, yet there is a lack of platforms enabling non-technical users to create and share custom games easily. This project aims to develop a user-friendly platform for creating, customizing, and playing digital card games without requiring programming skills. The platform is developed using Unity and C#, with Supabase as the backend database and storage. It includes an intuitive no-code interface for game creation and is deployed via Steam. The platform allows users to design cards, apply predefined rules, and share their games. It supports multiplayer gameplay and tracks game statistics, offering an accessible and engaging experience for both creators and players. Our project enables accessible game creation; future development will include coding options for advanced game customization.

**Keywords:** customizable gameplay**,** digital card games, game creation platform, no-code development.