**CISC 594 Project Configuration Management Report**

In this project, we would like to develop a system in python that allows the user to play a card game called “suppress seven” online.

The rule of the card game is:

* Use the 52 cards in 4 colors: Heart, Diamond, Spade and Club.
* Four players, each one gets 13 cards in the beginning.
* The player who has Spade 7 on hand goes first.
* The players must use the cards which have the same color and consecutive number to the cards on the board.
  + For example, if there is ♠7 on board, the next player must use ♠6, ♠8 or ♥7,♦7,♣7.
* If a player has not card can be used, he/she needs to suppress one card. This card should not be seen by the other players until the end of this game.
* The total points of the suppressed cards would be calculated at the end of the game, the one has the least points win.

In order to build the system, three classes will be created:

* One is the card class; it defines all the card status during the game.
* Then there is a player class, it defines all the player action during the game.
* And there is a game class, it defines all the game procedure during the game.

Detail Plan

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| Time | Item to deliver | Add/modify/delete | comment |
| Week 1 | 1. Understand the rules of the game 2. Setup the first part of the Card class, which should contain the function of following: 3. Card should have four suits. 4. Each suits have 13 cards | Add |  |
| Week 2 | 1. ~~Create the player class. It should have the following function:~~ 2. ~~Player should have ID, 1-4~~ 3. ~~Player should be initialized by their name.~~ 4. ~~Player should have a list of hand cards~~ 5. ~~The hand cards should be shuffled and assigned to players~~ 6. ~~Each player should be able to check their hand cards available~~ 7. Create the game class: 8. Have the function to prepare all the cards. 9. Have the function to assign all the cards to 4 players 10. Create the player class: 11. Have the function to accept the hand cards 12. Initialized the class with name. 13. Modify the card class: 14. ~~Each card should have two status: available or suppressed~~ 15. Each card should belong to one player | Add, modify | More functions will be added when the game class is created. |
| Week 3 | Game needs to get started this week.  So the player need to know the hand cards, which is available.  The game need to show which cards is on board | modify |  |
| Week 4 | Add action to each player:   1. Issue, player can issue the card that is available 2. Suppress, player can only suppress one card if there is no card available | modify |  |
| Week 5 | Add the final function to automatically arrange all rounds | modify |  |
| Week 6 |  |  |  |
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