CISC 594 project proposal

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.

In the first release, we will create the above classes and finish the logic based on the rules described earlier. We will allow the users to play the game via email.

In the second release, we will set up the users’ database, and the users could play the game online.