

# Watermelon

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This project implements the card game “Threes” with the user playing against a single computer player. The game can be played on Easy or Medium difficulty. The aim of the game is to get rid of all your cards.

Note that in Debug configuration, you can see the computer player’s cards. This is turned off in the Release configuration.

## Game Regions

The game is split up into several regions:

- The Draw Pile,
- The Discard Pile,
- Player hands,
- Player up/down-cards (three piles per player, consisting of a face-up card on top of a face-down card)

## Playing Cards

There are no jokers, and aces are high. Generally speaking, you can play any card with rank equal to or higher than the top card of the Discard Pile. The four ‘special cards’ are exceptions – they can be played on any other card, and have the following special abilities:

- 2 – No special ability, except that any card can go on top of it.
- 3 – ‘Invisible’: When determining which cards are playable, look at the card underneath it in the Discard Pile. If there are only threes in the Discard Pile, then any card is playable on top.
- 7 – Must play a card of equal or lower rank on top.
- 10 – Will ‘burn’ the Discard Pile, removing all those cards from play (including the 10 itself).

## Your Turn

When you have cards in your hand, you must play these first. You can play multiple cards of the same rank at once by clicking each one in turn to select them, then clicking any one of the selected cards again. You can press [Esc] to deselect.

If you cannot play, click the Discard Pile to pick it up. This ends your turn.

Whenever your hand contains fewer than three cards, you must draw from the Draw Pile until there are three cards in your hand or the Draw Pile runs out. If you burn the Discard Pile, you get another turn.

When your hand runs out, you can play up-cards in a similar way. If you pick up the Discard Pile, this becomes your hand, which you must empty again before playing up/down-cards.

When your hand and up-cards run out, you can play down-cards. You can only play one down-card at a time, and this is a ‘blind-play’, meaning that you cannot see the cards before you decide which

one to play. If the card is not playable on the Discard Pile, you pick up the down-card as well as the Discard Pile, and these become your hand.

### **Additional Rules**

- If four consecutive cards of the same rank appear on the Discard Pile, the player who played the last one burns the Discard Pile and gets another turn.
- You cannot end the game on a special card.
- When playing multiple cards at once, you cannot combine cards in your hand with up-cards.