

SPADES

Team name:

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Team members:

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Project introduction:

Spades is a game of cards played by four players either in teams of two or individually. Here spade is always the trump and a player has to bid about the no. of hands he will win.

Details:

In the game spade is fixed as the trump. If a player has the card of the suit being played, he will have to play the same suit, else he can play any suit he likes. Each player bids the no. of hands he will win and if he wins that much he gets (bid*10) points, else same no of points are deducted. Game ends when a player reaches 500 points.

Plan of Action:

Week 1:

Start working on making a basic 4 player game with minimal graphics.

Week 2:

Give finishing touches to the 4 player version. Include valid moves, score calculations and other basic rule implementations. Any excess time will be spent working on the graphics.

Week 3:

Start working on building an artificial intelligence. Get some basic stuff going so that the AI can atleast make valid moves and make some basic decisions. This week will also involve substantial research on algorithms and other info required to build a good enough AI.

Week 4:

Build the AI, the aim is to have 3 computer players with one human player. Efforts will be made to make the AI as intelligent and quick as possible.

Week 5:

Graphics and finishing touches will be looked upon during this week. Bugs will be worked on. Will try to get a finished product in this week.

Week 6:

Buffer week in case plans don't work out as they were supposed to.

Learnings:

1. Will learn how to use graphic libraries.

2. New programming language(python).
3. Will learn about making an AI.
4. New algorithms.
5. Structuring data in a better way.