*GAME OF TAASH*

*MOTIVATION*

***This game which we made, we use to play among us and then we got to know that the kind of rules it had it would be nice to put those in a code, one of us came with this idea then we stick to it and tried our best to come up with what we wanted and giving it a creative sci-fi touch.***

***HIGHLIGHTS OF THE PROJECT***

***-The game has animated background and audio clips.***

***-The game has different sound effects for different clicks.***

***-We have different rules to make strategies and win the game.***

***-One can try their luck in this game as the game does not have fair chances of winning.***

***LEARNING FROM THE PROJECT***

***-Since we wanted to create a game with graphics and music we needed to have a library with the functions to load music and images. So, we decided to choose raylib.h. We learnt how to use it from the web and then implemented that in our code and it was really very exciting to use and learn about these brand new raylib functions.***

***-We used stdlib.h to include a pseudo-random number generator for card distribution. To make the random game completely random we also had to use the current system time as the seed for rand() function using time.h header file.***

***-We used monte carlo game search to let the ai players play dynamically according to the given situation.***

***AREAS OF IMPROVEMENT***

***-We could have used functions to draw game buttons instead of writing those in the main function itself.***

***-We could have used full the monte carlo tree search for a smarter Ai.***

***-We could have made custom function library to split up the program for better understanding.***

***-Instead of using hardcoded value for coordinates we could have used variable to enable custom scaling.***

***FUTURE SCOPE***

***-We are now equipped with a basic understanding of fundamental logics in game development, also we now have a better grasp over the various concepts used in c programming that can be applicable over wide variety of fields in the future.***

***CONTRIBUTITIONS***

***-Aswin Royal: adding card animation for ai players, making random ai players and switching between the different screens.***

***-Pranava sai: adding sound effects to the game, implementing pass mechanics to the game and making is\_pass check function.***

***-Beerelli Madhavan: making the entire main menu with animation, setting the game on the startup and shuffling the deck.***

***-Hema Kiran: adding flickering to the buttons, making the button system, making the play card function and making is\_cardplayable check function.***

***-Afzal Muhammad Khan: added pause and play function, added win screen and managing fps counter to change the player chance.***

***-Raag Meshram: making the system to take player input, implementing Montecarlo and game expander, making draw card function and adding the scroll functionality.***

***THANK YOU***