

## 2 to 10 – App Development Brief

### Overview:

Looking to build a modern, minimalist multiplayer card game app called 2 to 10. This game is played with exactly four players, each playing for themselves (not in teams). The gameplay is loosely inspired by Spades, but with a twist: the dominant suit changes every round. Players bid on how many tricks they expect to win, and score based on accuracy.

### Core Features (MVP):

#### 1. Game Rules & Logic

- 4-player card game with trick-taking mechanics.
- Each round, players bid how many tricks they'll win (between 2 and 10 total bids).
- After playing, players input how many tricks they actually won.
- Score calculated based on matching or missing bid ("getting set").
- The dominant suit changes each round (e.g., round 1 = Spades, round 2 = Hearts, etc.), which affects how tricks are won.

#### 2. Scorekeeping System

- Each round row tracks:
  - Player name
  - Bid (top left), actual tricks won (top right)
  - Score for that round (center)
- Display total scores and current leaderboard.

#### 3. Special Game Events

- If a player goes the entire game without missing a bid, this is called being Perfect.
- A Perfect game earns +50 bonus points added to their final score.
- If a player gets set (fails to meet their bid), mark it subtly with a small red X.
- If a player breaks their perfect streak mid-game, their name is simply crossed out on the score sheet — no flashy animation or alert.

#### 4. Modes

- Local play: Pass-and-play or play on same device.
- Online multiplayer (peer-to-peer or server-hosted preferred, but open to suggestions).
- Solo scoring mode: Just use the app as a digital scoresheet (no cards played).

#### 5. Design/Style

- Clean, minimalist UI.
- Flat design. No cartoonish graphics.
- Use simple modern color palette.
- Font and layout should mimic a scorecard grid.

### Optional / Stretch Features (Add-ons): (Please quote separately)

- Save game history & stats (who won, points per game, etc.).
- Invite friends via link.
- Account system with nicknames.
- AI bots for offline practice.
- Leaderboards or ranking system.
- Light sound effects and haptic feedback.
- Expansion for 3-player or custom house rules.

### Platforms:

- iOS and Android (ideal)
- If needed, can start with Android-only MVP

### Budget & Timeline:

Looking for a ballpark quote for:

- MVP with basic functionality

- Timeline to complete the project
- Hosting or backend options (if online multiplayer)

Reference Materials:

I can provide:

- Photos of our handwritten scoresheets
- A complete explanation of game rules
- UI sketch/mock-up ideas