Crazy Eights

A Game by Cooper O, Thomas L, Quan P, and Havish K.

User Game Manual

Installation:

1.) Go to the public GitHub repository at the link :
   https://github.com/CS-SE6356-2/a1-007-team-5
2.) Download repository by clicking the "Clone or Download Button"

3.) After getting the source onto your machine, open the folder titled "For Users"
4.) Within this folder, you will find a CrazyEights.jar file and a CrazyEights.manual file, which is a copy of this game manual.
5.) Now, just double click, or run the .jar file to play the game. Enjoy!
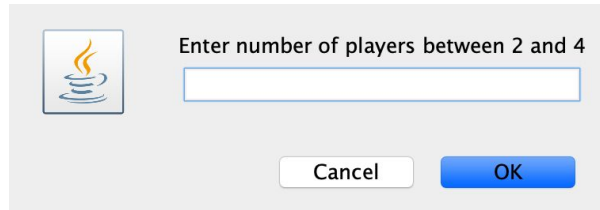6.) The remaining code downloaded from the repository is unnecessary, and should be disregarded.

Game Rules and Play:
- ## Set Up:
    - ○ Note: The game does not support online multiplayer, so all players must use the same application to play.
   - ○ Upon Opening, a screen will display which looks as such:
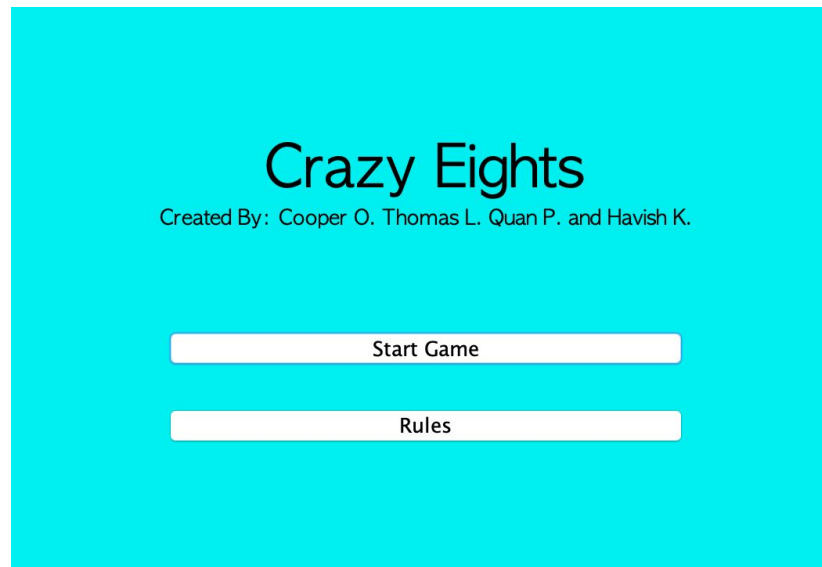
    - ○ From this menu, clicking rules will give a much less verbose set of rules described within this manual

○ Clicking Start Game will open a window prompting users to enter the number of players playing:

○ The user must enter a number inclusively between 2 and 4, or else they will receive a brief message and then return to the starting screen.

○ Once a valid number has been entered, the game will begin.
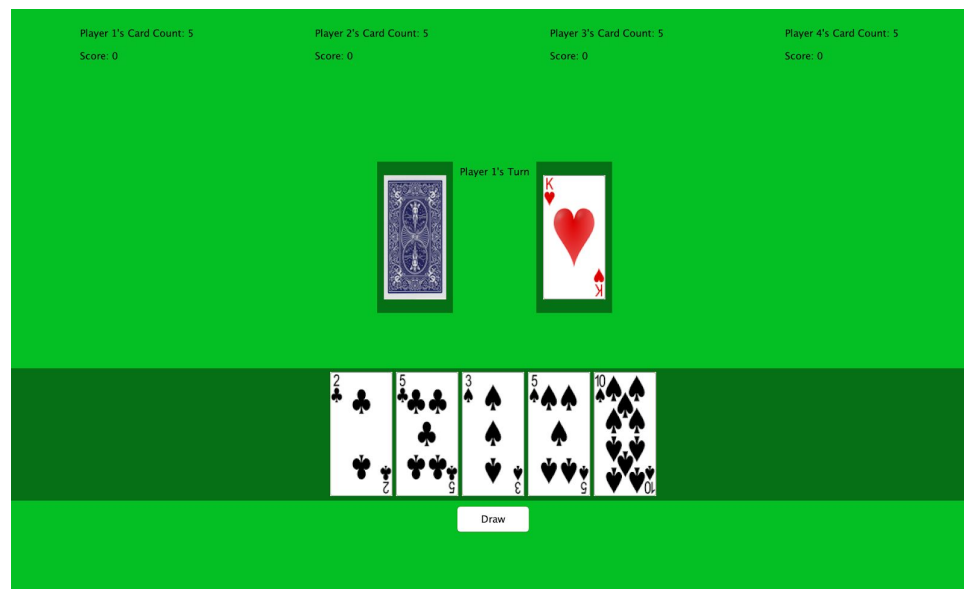
○ <u>Players:</u>

■ Depending on how many players were selected, players "1," "2," "3," and "4" are added into the game, and their initial card count is displayed at the top of the game along with their current score:

■ The game does not support computer players, so the exact number the users entered as the player count is the total number of players in the game.

■ Players must assign themselves these numeric IDs to determine who will play on which turn.

- ○ <u>Turns:</u>
  - ■ The first player to play will have the player ID of "1." After this, it will go in order from 1 to 2 and so on until it returns back to 1.
  - ■ Between turns, to ensure security of the game, and to account for no online multiplayer, a message will pop up signifying which player will play next. At the same time this occurs, the previous player's hand will be hidden from the next player.
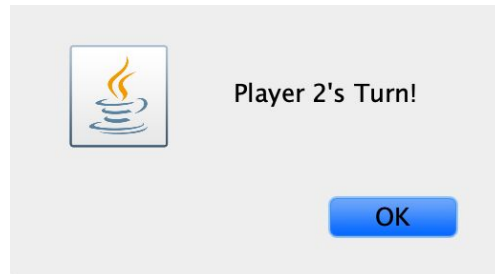
  - ■ Once the Ok button is clicked, the next player's turn will begin, and by that point, the previous player should turn away from the screen to prevent cheating.
- ● <u>Play:</u>
  - ○ <u>Goal:</u>
    - ■ The goal of the game is to do one of two things:
      - ● Player removes all of their cards from the deck
      - ● Player has the least number of cards when the deck is empty
    - ■ Due to the nature of the second method of victory, ties may exist.
    - ■ When the game ends, the players hand counts will appear along with their scores for that round. Below that, their total score for all rounds will appear. The winner is based off of the score for that round, and not based on total score.

■ The players then have the option to play another round or quit the game

Player 4 won this round!

Player 1:	Player 2:	Player 3:	Player 4:	
0	0	0	0	
-13	-13	-13	+39	
-13	-13	-13	39	Total

Play another round?

Cancel | No | Yes

○ Board:
■ The board in play consists of three main sections:
 ● The Score Panel:

Player 1's Card Count: 5   Player 2's Card Count: 5   Player 3's Card Count: 5   Player 4's Card Count: 5

Score: 0   Score: 0   Score: 0   Score: 0

  ● This panel displays the count of players cards as well as their score, which is described in the rules section.
  ● The Central Panel:

Player 4's Turn

K ♦

Clubs

Diamonds

Hearts

Spades
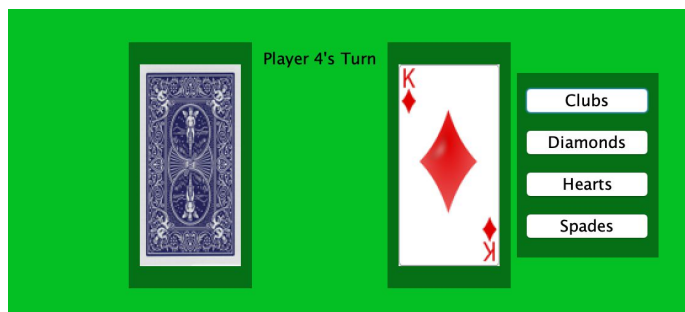
  ● This panel contains the deck of 52 standard suit cards that the players can draw from and the playing pile, which shows the most recently played card that players must match.

- The Player Panel:
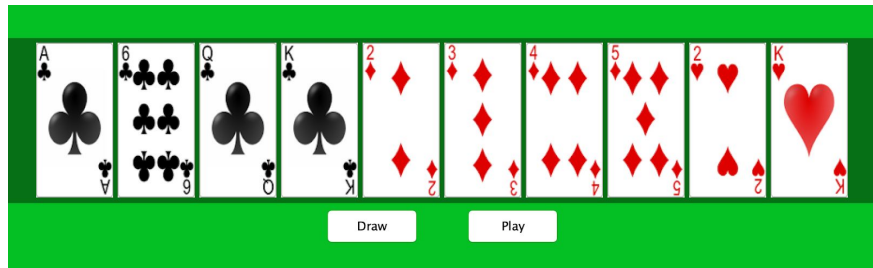
- This panel contains the players current hand, as well as a draw, play, and pass button when they are available.

○ <u>Player:</u>
  ■ Players have three basic actions that they may take at different times throughout the game:
    - Play a card - This can be accomplished by clicking a card in the players hand, and if it is playable, they click the play button
      ○ If the card they play is an "8," then four buttons representing the four main suits will appear in the center panel, and the player may change their "8" to that suit.
      ○ Either of these actions will end the player's turn.
    - Draw a Card - This can be accomplished at any time by the player so long as they have less than 13 cards by pressing the draw button.
    - Pass - This can be accomplished if the player has 13 cards and does not want to play a card. They just press the pass button which appears when they gain 13 cards.
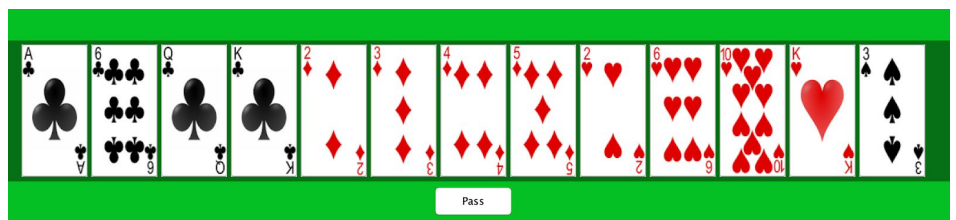
○ <u>Rules:</u>
  ■ Each player starts with 5 cards

- Players may draw as many times as they want per turn, until they have 13 cards, and then must play a card or pass.
- To play a card, the card in the player's hand must match the top card of the play pile in either suit or in value. Additionally, any "8" card may be played, and then the player can change suit of that played card to whatever they like.
- The game ends when the first player runs out of cards or if the deck runs out of cards.
- If the deck runs out of cards, the player with the least amount of cards wins.
- Score is calculated based off of the number of cards the player has. Whichever player wins, adds up the total number of cards of all other players, and gets that many points. Losing players subtract the number of cards they had to get their total score.

● Have Fun!!