CRIPPLE MR. ONION

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Project Overview

▶ The game Cripple Mr. Onion is a a web based version of the fictional card game which is a combination of Blackjack and Poker card games.

▶ The game is played with an 8-suit deck of cards including Spades, Clubs, Hearts, Diamonds, Axes, Tridents, Roses, and Doves.

▶ The game is from the DiscWorld series that was written by Terry Pratchett, the game will allow 3-8 people to play together on different laptops.

▶ The games works a lot like Black Jack and Poker mixed together, you get dealt 5 cards face up then you can switch them out for different cards then get dealt 5 more cards down, you then try to create the largest combination of cards like poker.

Key architectural drivers

- That multiple players should be able to play against each other.

- There should be a server that controls and saves information about the current game.

- The server should be able to know who won or lost.

- The game should be playable with any number of players as long its between the minimum and max (3-8).

- There should be a way to learn more about the game and how to play it on the game it self.

Architectural style choices

- The two styles that we could have gone with was the
    - server-client
        - The reason why we would use this is because we want something other then the clients keep state and store all game rules.
    - peer-to-peer
        - The reason that we would use this is to have the communication between every player happen as quickly as possible and to eliminate any kind of bottle necking that might occur.
- The style that we went was the peer-to-peer.
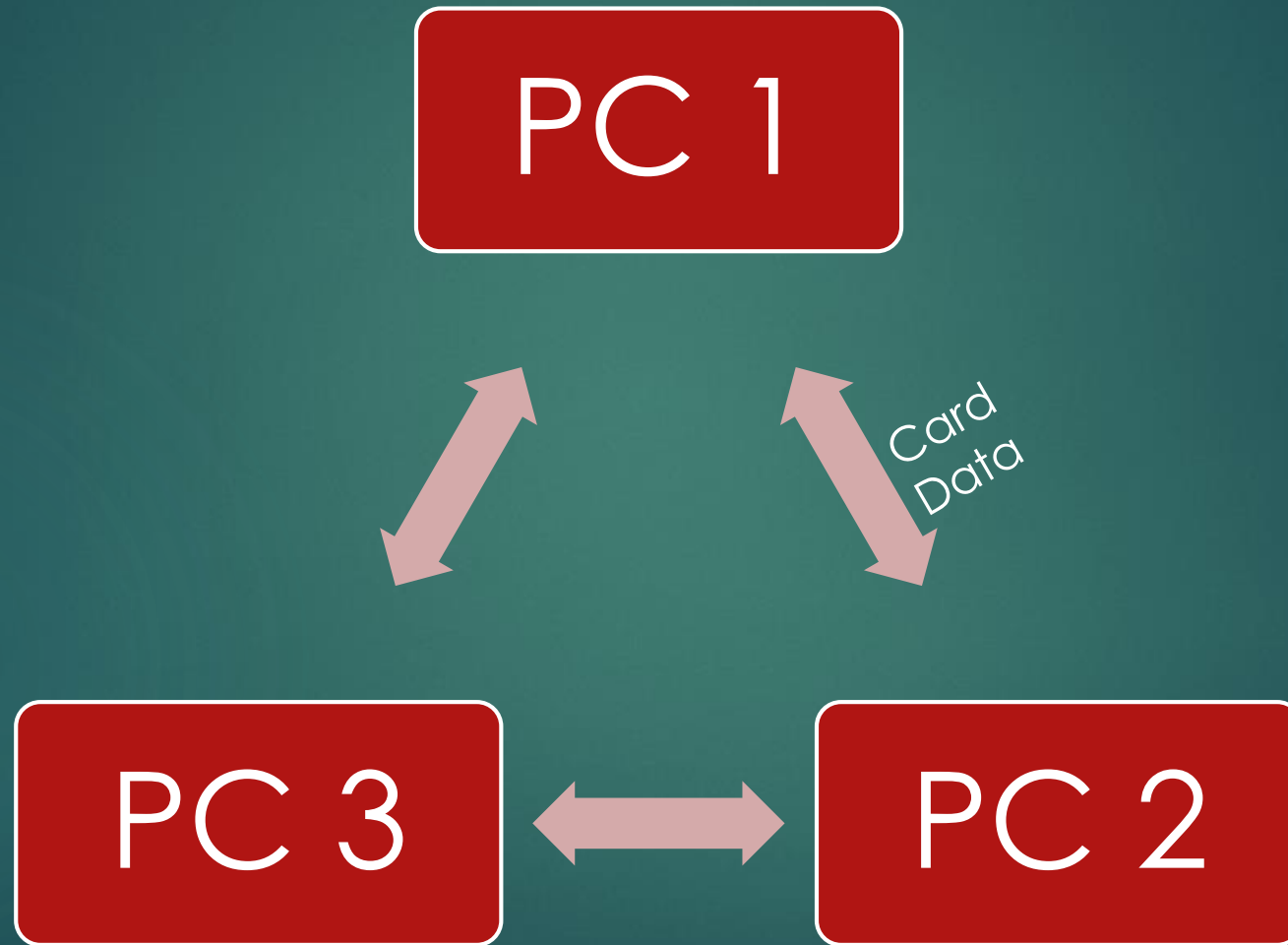
Conclusion

- We will be using peer-to-peer as our Architecture
- Our current problems are:
  - Having the server correctly deal with multiple clients.
  - Having the iframes for the cards to work correctly.
  - Having a script that compares the hands of different players that is separate from the main script.