

CHKOBBA – Ultimate Flutter Mobile Game Plan

High-End Cross-Platform Architecture (Android & iOS)

1. Vision & Objectives

Build the most advanced, clean, and scalable Chkobba mobile game using Flutter. The game supports Arabic (RTL) and English (LTR), light & dark themes, online multiplayer, and intelligent AI.

2. Chkobba Rules

- 1 40-card deck (French suits without 8, 9, 10).
- 2 Ace=1, 2–7=face value, Queen=8, Jack=9, King=10.
- 3 Capture by equal value or sum.
- 4 Chkobba = full table sweep bonus.
- 5 Win at 21 points with 2-point lead.

3. Premium Features

- 1 Offline AI & Online multiplayer.
- 2 Arabic & English localization.
- 3 Light & Dark themes (Material 3).
- 4 Player profiles, stats, rankings.
- 5 Chat, emojis, reactions.
- 6 Seasonal tournaments.

4. Technology Stack

- 1 Flutter 3.x + Dart 3
- 2 Material 3 + Adaptive UI
- 3 Riverpod (state management)
- 4 Clean Architecture
- 5 Firebase Backend
- 6 AI: Rule-based + Monte Carlo
- 7 CI/CD + Crashlytics

5. Clean Project Structure

- 1 lib/core
- 2 lib/features
- 3 lib/shared
- 4 lib/app.dart
- 5 lib/main.dart

6. Development Phases

- 1 Phase 1: Core engine & offline play
- 2 Phase 2: UI, themes, localization
- 3 Phase 3: Multiplayer & rankings
- 4 Phase 4: Polishing & release

7. Final Goal

Deliver a world-class Flutter card game blending Tunisian tradition with modern mobile technology.