**Bid Whist Project Plan**

UMGC CMSC495 Capstone Group Project

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**Executive Summary**

This project aims to develop a digital version of *Bid Whist*, a culturally significant four-player, trick-taking card game. The objective is to faithfully recreate the traditional gameplay mechanics—including bidding, strategic play, and partner-based trick-taking—within a modern, user-friendly interface. Initially, the game will feature a single-player mode supported by AI opponents to simulate human-like play. Key goals include delivering a responsive and intuitive UI, implementing game logic that mirrors authentic *Bid Whist* rules, and establishing a scalable architecture for potential multiplayer expansion. This project provides engaging experience for both long-time *Bid Whist* enthusiasts and new players and serves as a platform for further game development or educational use.

**Overview**

The Bid Whist Card Game project is a software development initiative that recreates the traditional card game Bid Whist as a digital application. Bid Whist is a four-player, partner-based trick-taking game that incorporates elements of bidding, strategic play, and variable trump selection. The digital implementation is designed to mirror the original gameplay experience while enhancing accessibility and engagement through a modern graphical interface.

The scope of the project includes a single-player game mode where the user competes against three AI-controlled players. Core features include a full 52-card deck (plus jokers), a bidding phase with uptown/downtown declarations, rule enforcement, turn-based gameplay, score tracking, and intuitive card interactions via click or drag-and-drop.

This project addresses the lack of modern, accurate, and user-friendly Bid Whist implementations available across platforms. Many existing versions suffer from outdated interfaces, inconsistent rule enforcement, or lack of solo play options. By solving these issues, this project offers an engaging and accessible experience for both new and experienced players.

**Goals & Objectives**

The following bullet points represent the project goals and objectives.

* The primary goal is to deliver a single player Bid whist game that employs all aspects of the game, including bid tracking, bid taking,

**Scope**

**Resources**

The following list represents the team’s resources for this project:

1. Github: Team repository and version management
2. Discord: Primary communication, planning, and meeting application
3. Google Drive: Secondary team repository
4. Software Languages: Java, React, HTML, CSS
5. Productivity: Microsoft, Google, JetBrains products

**Communication Plan**