<https://en.wikipedia.org/wiki/Cassino_(card_game)>

Overview

The game is played by two, three, four or six players with a 52-card pack. Four play as two pairs.

Deal

Players cut for deal and the player with the lowest card deals first. Ties 'cut over' and Aces are low. Dealer gives each player four cards, singly, eldest hand first. Four cards are dealt to the table either regularly as he deals or in packets of two, three or all four. After the first four hand cards are played, the dealer deals another four each, singly, but none to the table, and this continues until all cards have been played out.

Play

Eldest hand leads a card and then each player in turn plays one card which may be used for:

Capturing. The played card may capture all table cards either by pairing – taking cards of the same rank – or by combining – taking cards that, in combination, add up to the value of the played card. Table must have option to combine card values or to pair.

Sweeping. If a player captures all the table cards, this is a sweep and scores 1 point. The next player must trail a card.

Calling. A player with 2 or more cards in hand of the same rank as one or more table cards, may play one of them and call their rank e.g. "Fives". An opponent may only capture the card by pairing, but may not build on that card or capture it as part of a combination.

Table must have option to call.

Table must have option to build.

Building.

Simple Build. A player may build by placing a hand card on a table card and announcing the total, thus fixing the value of the build, e.g. Andrew holds 5 and 3, and there is a 2 on the table; he places the 3 on the 2 and calls "Five". The cards of the build cannot now be taken separately but must be capturing by pairing with a 5 or as part of a combination where the build counts as 5.

Multiple Build. A player may build on an opponent's build provided that player has a hand card matching the new total. Players may not build on their own build in succession, but only alternately on the same build.

Second Build. Players may make a second build on a different card or make any other legal play before taking up the first build.

Build and Call. A player with more than one card that matches a build may play it onto the build and call their values e.g. "Eights". This then counts as a call and fixes the value of both build and played card. The player must then capture both by playing the remaining card on a later turn.

Trailing. A player unwilling or unable to do any of the above must trail a card i.e. add it to the existing table cards, face up.

Scoring

Points are scored at the end of each hand as in classic English Cassino, but instead of game being 11 points, each deal is a complete game and the player or team with the most points wins.

At the end of the [hand](https://en.wikipedia.org/wiki/Hand_(cards)), score as follows:

|  |  |
| --- | --- |
| **Feat** | **Points** |
| Most cards | 3 |
| Great Cassino (♦10) | 2 |
| Little Cassino (♠2) | 1 |
| Most spades | 1 |
| Each Ace | 1 |
| Each sweep | 1 |

**CONSOLE GUI**

At the top of the screen there is a navbar with players names and scores. In the middle of the screen is table area with table cards. On top of table are opponents 4 cards. On the bottom are players cards. On the right, next to players cards is a rectangle for popup menu.

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++ Player1 score: 0 Player2 score: +

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If player or opponent plays a card, that card is removed from their hand.

Player can move and select card from their hand and table.

On players turn, they can move between their cards and table cards. If they press enter while one of their card is selected, selection goes to table cards. If then enter is pressed another time, popup menu is opened with options;

**Player move**

1. Capture. The played card may capture all table cards either by pairing – taking cards of the same rank – or by combining – taking cards that, in combination, add up to the value of the played card.

**To capture a card on table, player must first select one of their card and then on table card they wish to capture. I they wish to capture more cards, they first must call or build them on table, then select one of their card and then capture on table.**

1. **Call. A player with 2 or more cards in hand of the same rank as one or more table cards, may play one of them and call their rank e.g. "Fives". Player can also build table cards to desired rank.**

An opponent may only capture the card by pairing, but may not build on that card or capture it as part of a combination.

1. **Build. Build must be able to be undone in case player cant finish the desired build. Player hand must contain the card for which they are making the build.**
2. **Trail. On empty card. A player unwilling or unable to do any of the above must trail a card i.e. add it to the existing table cards, face up.**

**WHAT DO I NEED:**

Representation of a deck of cards. Card must have a suit and rank. Also card value in hand and on table as ace, two of spades and ten of diamonds have different values depending on that. One card must represent empty place for trailing. Card must also be able to represent a Build, that is card that contains other cards and their total value. Player starts on table. Selecting table card, options are displayer what player can do with that card: capture, call, build, trail.

Game logic

Gui logic

All move choices are permanently displayed as a menu. If player can’t do the move, warning is displayed “Cant make the move”

When player selects empty card, only move is to trail.

Move choices are:

Capture:

To capture, player selects Capture choice from menu. Choices change to “Select a card you want to capture” and “Cancel”. First player must choose card from the table. If player cant capture that card, error message is displayed. If player selects suitable card and presses Enter, they can select card to capture with from their hand cards. If player cant capture with that card, error message is displayed. Otherwise “Capture” option is displayed in choices menu and selecting that will remove both cards and put them into players captured cards list.

Check if player has same value in hand as table card/build value.

Call:

To call, player selects Call choice from menu. If player cannot call at the moment, error message is displayed. Otherwise player must choose one card from table and one from their hand to call. If call choice is selected then in the menu, selected card is removed from player hand, put into table into selected card and if selected card is not already marked as CALL, marked that way.

Check if player has at least 2 same values in hand they want to call to on table card/hand.

Build and Capture:

Build and Call:

Build and Trail:

Build:

To build, player selects Build choice from menu. Choices changes to “Select all cards you want to build with”, “Build” and “Cancel build”. On Build choice selection, if player don’t have the correct card in hand for the build, error message is displayed “You don’t have card with Build value in hand”. Otherwise all selected cards are combined together (new card is created and others are deleted) and Build menu is exited.

On game side, check if player has card with build value. If its true, create new card for table with combined values and add all selected cards to it, then delete selected cards.

There are 3 types of cards, CARD, BUILD and CALL.

On CALL card one can only Capture and Call, on CARD and BUILD on can do anything.

MENUSYSTEM

GUI:

DrawEmptyTable()

DrawPlayerHand()

DrawOpponentHand()

DrawCard()

DeleteCard()

DrawPopupMenu()

IsLegalMove()

Game:

List of players

TableHand

DealCards()

RemoveCardFromHand(player)

IsLegalMove()

Player:

Hand

TotalScore

All scores