12/14/2025

Durak

By: Hanson Yang, Shon Cherniavsky & Oliver D’Avino

Table of Contents

[Introduction 2](#_Toc216450885)

[Interactive Features 2](#_Toc216450886)

[Graphical User Interface (GUI) 3](#_Toc216450887)

[Home Screen: 3](#_Toc216450888)

[Home Screen Basic UI: 3](#_Toc216450889)

[Main Game Screen: 5](#_Toc216450890)

[Main Game Basic UI: 5](#_Toc216450891)

[Exceptions: 6](#_Toc216450892)

[Rules of Durak: 6](#_Toc216450893)

[Example Gameplay: 8](#_Toc216450894)

# Introduction

Durak Online is an application that simulates the popular Russian card game ‘Durak’. The application provides the user with Durak where they play against a bot that will play however many rounds the user would like. The game provides endless entertainment for the user and a challenge to beat the bot. This user manual will expand on a more detailed explanation of how the game works and all the features that come with it.

# Interactive Features

While a lot of people love to play card games, not everyone has the leisure to play for hours on end with a friend. Durak provides this endless experience where the user can play Durak whenever they want and they can leave the game on hold at any time. There are many interactive features that this application uses and here is the list of said features:

1. The start screen which begins the game.
2. A selection box allowing the user to change the application’s language.
3. A hand filled with cards that can be clicked to play.
4. A draw pile which is used to draw cards at the end of a turn.
5. A next and back button that cycles through the hand if there are more than 6 cards in the user’s hand.
6. A chat box that has live updates which show the history of the game as it is played.
7. An end turn button that the user must press to end their turn
8. A selection box that allows the user to sort their hands according to their selection.
9. After the game ends and the end screen shows, a button pops up to return to the title screen, and the user can restart the game.

# Graphical User Interface (GUI)

## Home Screen:

A computer screen shot of a computer

AI-generated content may be incorrect.

### Home Screen Basic UI:

This home screen is programmed in C#, and it shows this simple user interface. The design is not too dark and not too bright, which provides a user-friendly experience. The design is also simple and easily manageable with the help of the labels surrounding the logo. The language dynamically changes the page whenever the other language is selected. If the user decides to select French, the title, labels and button text would change to the respective French version. Here is a quick example:

A screenshot of a computer

AI-generated content may be incorrect.

## Main Game Screen:

A screenshot of a computer

AI-generated content may be incorrect.

### Main Game Basic UI:

The main screen has many features and most of them are interactive.

- As mentioned previously, the back and next button serve as tools to see what cards the user has in their hand if they have more than 6 cards.

- The cards are also clickable whenever they can play the card. The ‘End Turn’ button does as the button suggests. As long as the turn is dead (user and bot can’t/or decide not to play their cards), the end turn button is available and the user can end the turn.

- The sorting combo box can sort the cards by power, number and suit.

- The user can click on the ‘Draw Deck’ image and it draws cards to the user’s hand until they have 6 cards. The next round cannot continue until the user has at least 6 cards in their hand. If the user has more than 6 cards in their hand, and the round has ended. The Draw Deck function is disabled for the user, and the next round begins automatically. In addition, there is a label on top of the draw deck that shows the number of cards left before the draw pile becomes empty.

-The hidden Extra cards label appears when the opponent has more than 6 cards in their hand. If the opponent has 8 cards in their hand, the label will show “+2 Cards”.

- The opponent’s cards are always hidden from the user and they are not able to be modified in game.

- The dynamic chat displays the gameplay like a history of each move. It logs every move, who is attacking/defending, and which round it is.

- All the played cards are displayed in the center board whenever the user clicks a card to play, or whenever the bot attacks or defends.

## Exceptions:

The application does not use exception handling. The code is made to not have exceptions in the first place so there is no need to implement exceptions.

## Rules of Durak:

#### Setup:

Durak begins with 36 cards, the cards with the values ranging from 2-5 are removed from the deck and ace is the strongest card value. Each player gets 6 cards dealt each, and the top card from the remaining deck gets flipped to show the suit and gets put at the bottom of the deck. The card at that was flipped and put into the bottom of the deck becomes the “Empowered suit”. The goal is to get rid of every card in your hand after the draw pile is empty.

#### Gameplay:

In our application, the user always starts as the attacker. Being the attacker allows the player to play a card on the table. The opposing player (the defender) has to defend against the card with a card from the same suit of higher value. For example, if the attacker plays the 6 of clubs, the defender must defend with a 7 of clubs or greater. In addition, the defender can also defend against any card that is not empowered if they defend with an empowered card. For example, if the 10 of clubs is played as an attack and the hearts is the empowered suit, the defender can defend with ANY hearts card of ANY value.

The adding attack rule is a rule that allows the attacker to add additional cards to his previous attack. The only rule to add another attack to the first attack is if the player has a card of the same value of ANY card on the table. Let’s say the attacker plays a 6 of spades and the defender defends with an 8 of spades, the attacker can attack again with another 6 OR 8 value card.

If the cards are all successfully defended, the cards on the table are discarded and the defender draws cards until they have 6 cards in their hand, then the attacker draws until they have 6 cards in their hands. Also, if any of the players already have 6 or more cards in their hands, they can’t draw from the draw deck and the next turn begins. Continuing the successful defense, the defender becomes the attacker, and the attacker becomes the defender. If the defender is unsuccessful in defending the attacker, the defender grabs all the cards on the table and adds it to their hand. They also continue being the defender until they can successfully defend the attack.

Once the draw deck is empty, the first person to discard their last card is the winner. The loser becomes the “Durak” which means fool in Russian.

## Example Gameplay:

For this game, the player will be playing in French to show the applications Localization.

So here is the home screen before the game begins:

A screenshot of a computer

AI-generated content may be incorrect.

Once the user wants to begin, they press the play button (Jouer!).

The main board is where the gameplay takes place. Here is what it looks like after a few hands:

A screenshot of a game

AI-generated content may be incorrect.

You can see the empowered card that is shown at the bottom of the draw deck. The live chat that shows the history of moves is on the left. The center is the game board where the cards are played.

A screenshot of a game

AI-generated content may be incorrect.

In this photo, the cards are sorted by number.

Here, the player has more than 6 cards, so they pressed the next button (suivante) to see the rest of their cards:

A screenshot of a computer game

AI-generated content may be incorrect.

A screenshot of a computer

AI-generated content may be incorrect.

As you can see, I lost this match, losing prompts the game to call the user “Durak!” to be in spirit with the real game. The user can press the Return to main menu (Retour au menu principal) button to return to the home page and allows the user to restart.

Here is the win screen: A screenshot of a computer

AI-generated content may be incorrect.