Card game

1. Objective

Build a card game. The rules are as follows:

◊   It plays with 6 players, and a deck of cards where each card is a number from 1 to 60.

◊   Each player is given 10 cards.

◊   The game has 10 rounds. Each round goes as follows:

   o   Each player secretly selects a card from their hand.

   o   Once all players have chosen, all cards are revealed. The player with the highest number takes all revealed cards and set them aside.

◊   At the end of the 10 rounds, each player adds the number of every card they collected during the game. The player with the highest total wins.

2. Features

The following must be implemented in your system:

▪   Any user can register to participate in a game. Once 6 players have registered, the game starts.

▪   There can be multiple games going at the same time.

▪   At any time, I should be able to check if my game started.

▪   I should also be able to see my own hand, see how many points I have collected and if I should select a card or not (waiting for other players to select).

▪   I should also have a little history of my performances: how many games I won, what is my average point each game, etc…

3. Hints

•   The more is handled procedurally on your contract, the better

•   The trickiest part is about randomness: how can you handle randomness in a decentralized system?

•   I shouldn't be able to see the cards in other player's hands.

- You can take great inspiration from what we already did in our blockchain. There are a lot of processes in this project that are similar to the ones we've implemented already.