**Go Fish**

**Genre:** Turn-based Card Game

**Target Engine:** Unity 2D

**Platform:** PC

**Input:** Mouse and Keyboard

**Purpose**

The project I worked on last semester (Caste Defender) was a technical achievement for me because I learned grid-based movement and A\* pathfinding. I wanted to further challenge myself by making a multiplayer-based card game since I have never attempted a multiplayer game before.

**Brief Summary**

Go Fish is a popular card game that requires a bit of luck alongside strategy. Using a 52-card deck, X players are tasked with the goal of winning the most “books” of cards. A book is any four of a kind (I.E four of kings). Suites don’t matter, but the cards numbers do as they are ranked from Ace(high) to two(low). The game begins with the player to the left of the dealer asking any opponent for a specific card. For example, a player says “Player X, give me all your queens”, then Player X would have to give over all their queens (the asker must have at least one queen to ask for queens) and the asking player continues until they don’t receive the card they are asking for. If Player X has no queens, then they say “Go Fish” and the asking player must pull from the top of the deck of cards. If the asking player receives the card they were looking for from the deck, their turn continues. Once you receive a book, it is then placed down for everyone to see. The game continues until there are no more cards in the deck and whoever has the most books wins.

**Pattern Implementation**

When we did peer reviews for GP1 final games, many of the comments that I got were about how implementing the command pattern would make my code not only more readable/organized, but easily scalable. I’m not that confident in command pattern as its relatively new to me, so this is a great opportunity to practice and better my knowledge. I plan on having an undo function that will undo a move that you haven’t confirmed yet.