

Skyjo Project

Overview

The programmer will create the game Skyjo. Skyjo can be found online and retails around \$17. You do not have to buy it, but it is highly suggested. You may learn how to play the game by watching the [How to play Skyjo - Triple S Games](#) video. [Here](#) are the rules to Skyjo. You may create your own images or you may take pictures of the current cards.

Project Expectations

Number of players

The programmer should create a 2-player game of Skyjo. The programmer may create a larger number of players, the game is played between 2 - 8 players, for extra credit. The programmer may also create simple artificial intelligence for the game as extra credit.

The Contents

There are 5 -2 cards, 15 Zero cards, and 10 cards each for the values -1 and 1 through 12. There is also a scorepad that should be utilized.

Preparing the Game

Deal 12 cards faced down to each player and arrange them into a 3x4 matrix. Put the rest of the cards in a pile in the middle of the game and reveal the top card and place it in the discard pile.

A Round

On a turn in the round a player will do the following:

1. Choose to draw a card from the draw pile or take the top card off the discarded pile.
2. If the player drew a card, they may either discard it, exchange it for a face up card in their matrix, or replace a face down card with the drawn card.
3. If the player discards it, they must flip over a face down card in their matrix.
4. If the player exchanges the card, they must place the exchanged card into the discard pile
5. If the player replaced a face down card, that face down card is revealed and placed in the discard pile
6. If the player took the top card off the discarded pile, then they must exchange it with a face up card or replace one of their face down cards with the drawn card.
7. After a card is placed into the discard pile, if the player has a column with all the same number, remove that entire column.
8. The game ends when a player reveals all their cards.
9. At that point, everyone else gets one more turn. Then reveal their cards and add up the value of their cards.
10. If the player who ended the round does not score the lowest amount, they must double their round score (as long as it is greater than zero)

Ending the game

Continue add points to a player score at the end of each round. The game ends at the end of a round where a person has accumulated 100 or more points in the rounds. The player with the least points is deemed the victor.