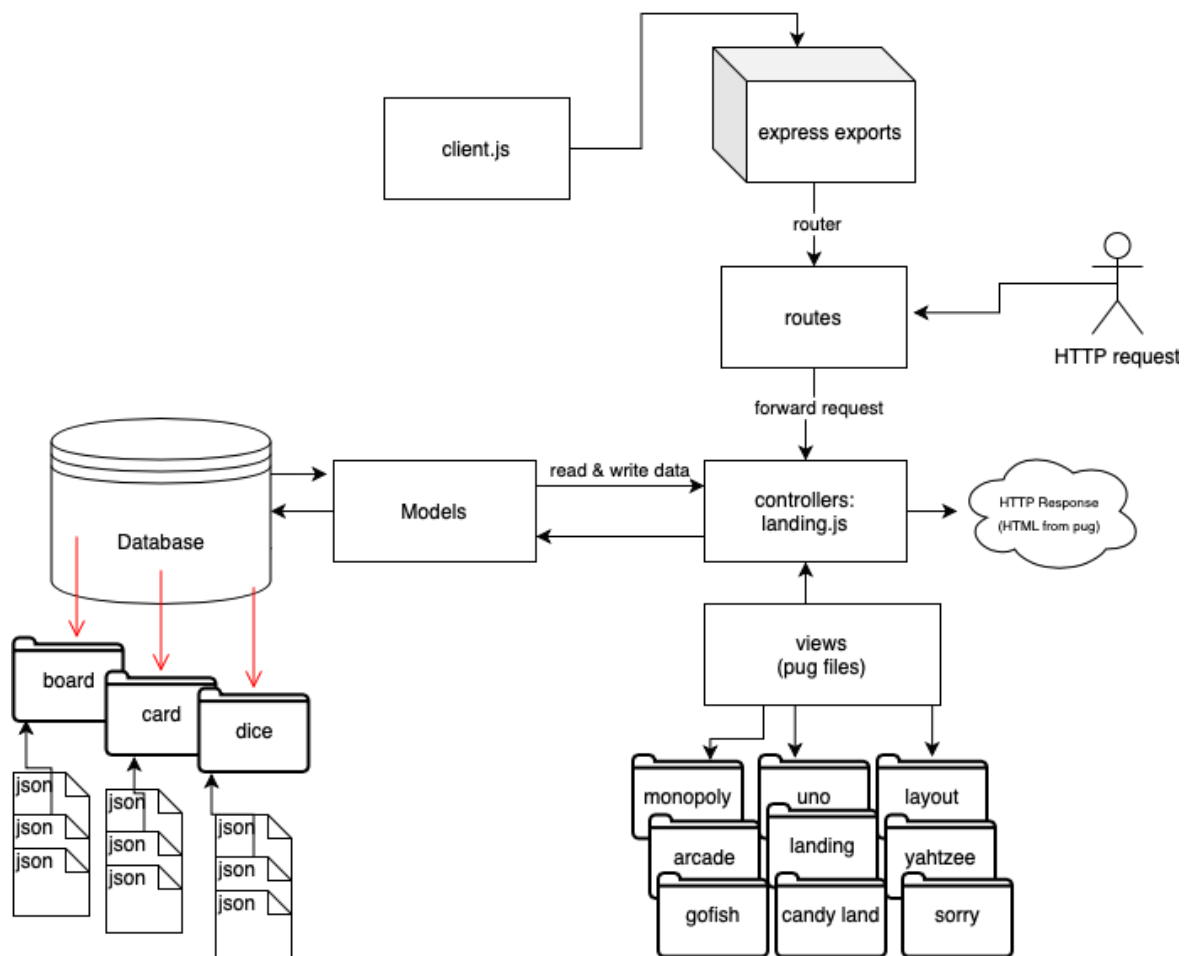


1 Vision Statement

The fun and games app provides a space for classic game lovers to browse and learn more about their favorite childhood games. All users can vote for their favorite game. They can also visit the individual profiles to learn some fun facts about the game. They can bulk up their Monopoly history knowledge! When they are done checking out the most liked games, they can play Solitaire or the Draw, Quick! game in the arcade.

2 Architecture

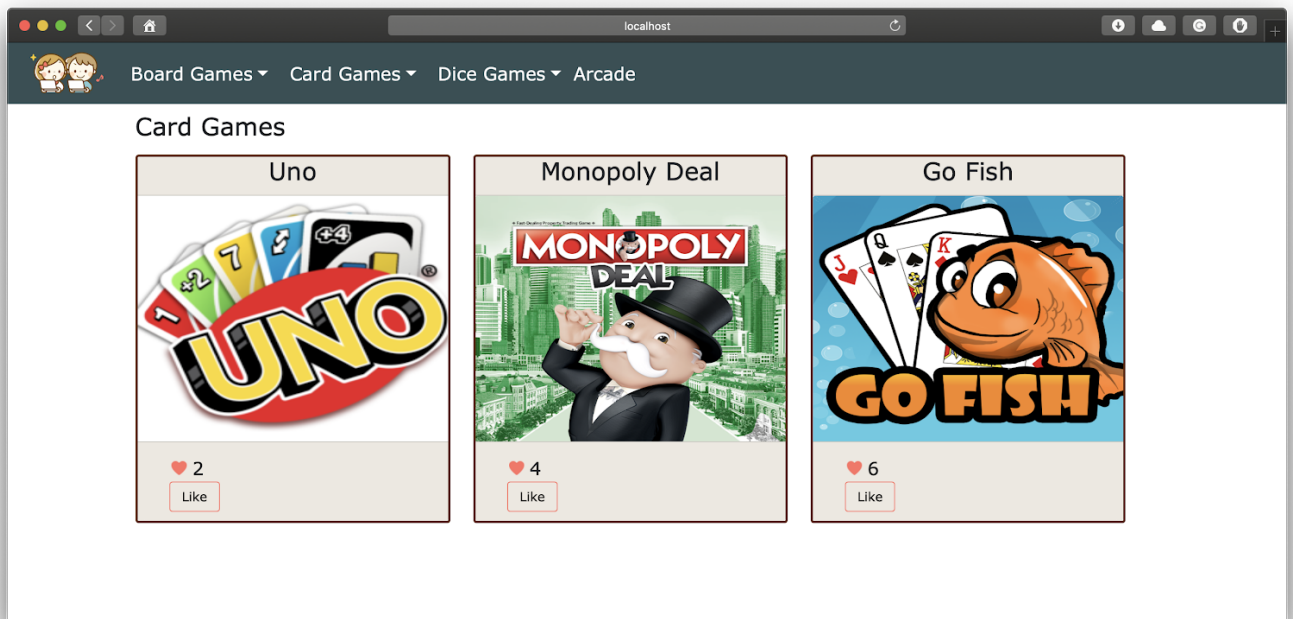


3 User's Guide

Below you'll find a guide to get you through all the games pages the website has to offer.

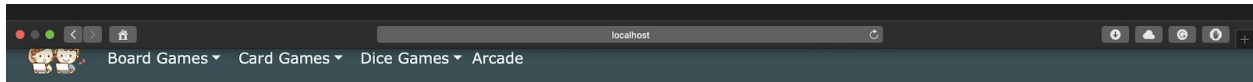
Home Page

You can check out all the games on the home page and see how many “likes” they’ve been getting. Click on the navigation bar image of the two children playing, and you’ll always find your way home. If you would like to “like” a game, you can click on the “like” button below each game’s card profile.



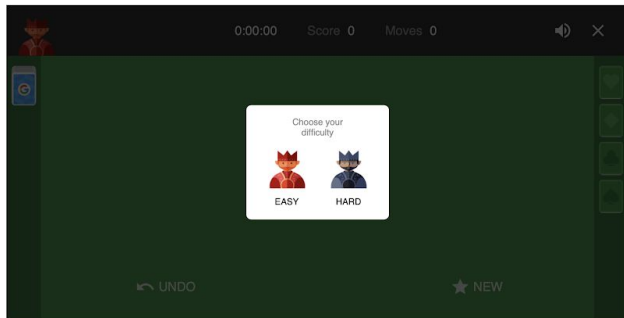
Arcade

The arcade currently holds two fun games to play: Solitaire or Quick, Draw! To start playing the games, simply click on the game's image. If you're playing Solitaire, pick your difficulty and you'll start your game. If you want to play Quick, Draw! you'll select the yellow box "Let's Draw" to begin the game. Don't forget to hit the mute button at the top right corner of the game screen if you'd like a quiet game, without all the sound effects. Enjoy!

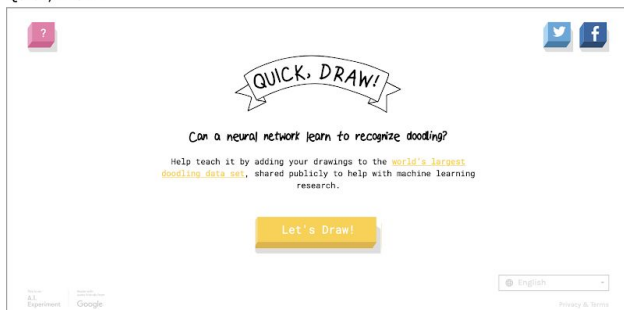


Arcade Games

Solitaire



Quick, Draw!



Views for All Games

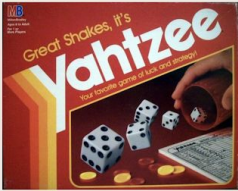
If you'd like to visit any of the games "profiles," simply click on the type of game you are looking for (Board Games, Card Games, Dice Games) on the navigation bar. Once selected, you may choose from the drop down menu options. Here's a preview of all the game screens you can visit:

localhost

Board Games ▾ Card Games ▾ Dice Games ▾ Arcade

Yahtzee ❤️ 51

Like



👤 Players: 2-5 players

🧠 Skills: Matching and Pairing, Memory

👶 Age: 4-10


🎲 Random Chance: Low-Medium

About

Yahtzee is a dice game made by Milton Bradley (now owned by Hasbro), which was first marketed as Yatzie by the National Association Service of Toledo, Ohio, in the early 1940s. It was marketed under the name of Yahtzee by game entrepreneur Edwin S. Lowe in 1956. The game is a development of earlier dice games such as Poker Dice, Yacht and Generala. It is also similar to Yatzy, which is popular in Scandinavia. The objective of the game is to score points by rolling five dice to make certain combinations. The dice can be rolled up to three times in a turn to try to make various scoring combinations and dice must remain in the box. A game consists of thirteen rounds. After each round the player chooses which scoring category is to be used for that round. Once a category has been used in the game, it cannot be used again. The scoring categories have varying point values, some of which are fixed values and others for which the score depends on the value of the dice. A Yahtzee is five-of-a-kind and scores 50 points, the highest of any category. The winner is the player who scores the most points. Yahtzee was marketed by the E.S. Lowe Company from 1956 until 1973. In 1973, the Milton Bradley Company purchased the E.S. Lowe Company and assumed the rights to produce and sell Yahtzee. During Lowe's ownership over 40 million Yahtzee games were sold worldwide. According to current owner Hasbro, 50 million Yahtzee games are sold each year. A classic edition is currently being marketed by Winning Moves.


Official Rules

The game consists of a number of rounds. In each round, a player gets three rolls of the dice, although they can choose to end their turn after one or two rolls. After the first roll the player can save any dice they want and re-roll the other dice. This procedure is repeated after the second roll. The player has complete choice as to which dice to roll. It is possible to re-roll both dice that were or were not rolled before. The Yahtzee scorecard contains 13 different category boxes and in each round, after the third roll, the player must choose one of these categories. The score entered in the box depends on how well the five dice match the scoring rule for the category. Details of the scoring rules for each category are given below. As an example, one of the categories is called Three of a Kind. The scoring rule for this category means that a player only scores if at least three of the five dice are the same value. The game is completed after 13 rounds by each player, with each of the 13 boxes filled. The total score is calculated by summing all thirteen boxes, together with any bonuses. The Yahtzee scorecard contains 13 scoring boxes divided into upper and lower sections.

 Board Games ▾ Card Games ▾ Dice Games ▾ Arcade

Sorry! ❤️ 3

Like



AGES 6+ 2-4 PLAYERS

👤 Players: 2-4 players

🧠 Skills: Counting, Tactics, Strategy

👤 Age: 6+

📄 Cards:


🎲 Random Chance: High

About

Sorry! is a board game that is based on the ancient Indian cross and circle game Pachisi. Players move their three or four pieces around the board, attempting to get all of their pieces "home" before any other player. Originally manufactured by W.H. Storey & Co in England and now by Hasbro, Sorry! is marketed for two to four players, ages 6 and up. The game title comes from the many ways in which a player can negate the progress of another, while issuing an apologetic "Sorry!"


Official Rules

Each player chooses four pawns of one color and places them in their Start. One player is selected to play first. Each player, in turn, draws one card from the deck and follows its instructions. To begin the game, all of a player's four pawns are restricted to Start; a player can only move them out onto the rest of the board if he or she draws a 1 or 2 card. A 1 or a 2 places a pawn on the space directly outside of start (a 2 does not entitle the pawn to move a second space). A pawn can jump over any other pawn during its move. However, two pawns cannot occupy the same square; a pawn that lands on a square occupied by another player's pawn "bumps" that pawn back to its own Start. Players can not bump their own pawns back to Start; if the only way to complete a move would result in a player bumping their own pawn, the player's pawns remain in place and the player loses their turn. If a pawn lands at the start of a slide (except those of its own color), either by direct movement or as the result of a switch from an 11 card or a Sorry card, it immediately "slides" to the last square of the slide. All pawns on all spaces of the slide (including those belonging to the sliding player) are sent back to their respective Starts. The last five squares before each player's Home are "Safety Zones", and are specially colored corresponding to the colors of the Homes they lead to. Access is limited to pawns of the same color. Pawns inside the Safety Zones are immune to being bumped by opponents' pawns or being switched with opponents' pawns via 11 or Sorry! cards. However, if a pawn is forced via a 10 or 4 card to move backward out of the Safety Zone, it is no longer considered "dangerous" and may be bumped by or switched with opponents' pawns as usual until it re-enters the Safety Zone.

 Board Games ▾ Card Games ▾ Dice Games ▾ Arcade

Candy Land ❤️ 3

Like



AGES 3-5+ 2-4 PLAYERS

👤 Players: 2-4 players

🧠 Skills: Color Recognition

👤 Age: 3-5+

📄 Cards:

🎲 Random Chance: High

About

Candy Land (also Candyland) is a simple racing board game currently published by Hasbro. The game requires no reading and minimal counting skills, making it suitable for young children. Due to the design of the game, there is no strategy involved: players are never required to make choices, just follow directions. The winner is predetermined by the shuffle of the cards. A perennial favorite, the game sells about one million copies per year.

Official Rules


The race is woven around a storyline about finding King Kandy, the lost king of Candy Land. The board consists of a winding, linear track made of 134 spaces, most red, green, blue, yellow, orange or purple. The remaining pink spaces are named locations such as Candy Cane Forest and Gumdrop Mountain, or characters such as Queen Frostine and Gramma Nutt. Players take turns removing the top card from a stack, most of which show one of six colors, and then moving their marker ahead to the next space of that color. Some cards have two marks of a color, in which case the player moves the marker ahead to the second-next space of that color. The deck has one card for each named location, and drawing such a card moves a player directly to that board location. This move can be either forward or backward in the classic game; backward moves can be ignored for younger players in the 2004 version of the game. Prior to the 2006 edition, the board had three colored spaces marked with a dot. Two of these spaces were designated as "cherry pitfalls" and the other was situated in Molasses Swamp. A player who lands on such a space is stuck (all cards are ignored until a card is drawn of the same color as the square). In the 2006 version, dot spaces were replaced with licorice spaces that prompt the player landing on it to simply lose the next turn. The game is won by landing on or passing the final square and thus reaching the goal of the Candy Castle. The official rules specify that any card that would cause the player to advance past the last square wins the game, but many play so that one must land exactly on the last square to win. The 2004 version changed the last space from a violet square to a rainbow space, meaning it applies to any color drawn by a player, thus resolving any dispute about exactly who wins the game. As of 2013, Candy Land is being sold by Hasbro with a spinner instead of cards. The spinner includes all outcomes that were previously on the cards.

Board Games ▾ Card Games ▾ Dice Games ▾ Arcade

Monopoly Deal

♥ 4

Like



Players: 2-5 players

Skills: Adding, Strategy

Age: 8+

Cards: 110

Random Chance: High

About

Monopoly Deal is a card-based variant of Monopoly released by Hasbro in 2008. The objective of the game is not to have the most money, but to collect 3 full Color-groups before anyone else. Various cards have been added, with varying effects on gameplay

Official Rules

Once at your turn, do the following: 1. Take two cards from the pile (five if you have no cards in your hand). 2. Play up to three cards. Playing a card means: If it is a money card, put it in the bank in front of you. The contents of the bank should form a single pile of cards. If it is a property card, put it in the collection in front of you. The collection should be arranged row by row, each row represents a set (complete or incomplete). A set may be formed by single-coloured cards, two-coloured cards of the same colour and/or multicoloured cards. The rule doesn't say that you can't make two sets of the same colour, therefore, you may split the cards into different sets to prevent them being stolen by a "Deal Breaker" card, even if you have 3 green cards. If it is an action card, you may either discard it by putting it in the bank as cash or use it by playing it into the centre (except houses and hotels). A house can be built on a complete set (except stations and utilities). A hotel can be built on a house. 3. Discard extra cards so that you have at most seven cards left. You may rearrange your properties only during your turn. (NOT houses or hotels, once played on a property set then they remain there. However, they can be used to pay debts before the property sets are broken up. Once you form three different-coloured property sets, the game ends.

Penalties


You may pay by any combination of cash, properties (but not the multicoloured cards) or both on your desk in the discretion of the paying player. No change is given. You must not pay from your hand. If there is nothing on your desk, you need not pay. The multicoloured cards are valueless, therefore, it cannot be paid under any circumstances. Therefore, if you have only the multicoloured cards but nothing else, you also need not pay.

Board Games ▾ Card Games ▾ Dice Games ▾ Arcade

Uno

♥ 2

Like



Players: 2-10 players

Skills: Hand Management

Age: 7+

Cards: 108

Random Chance: High

About

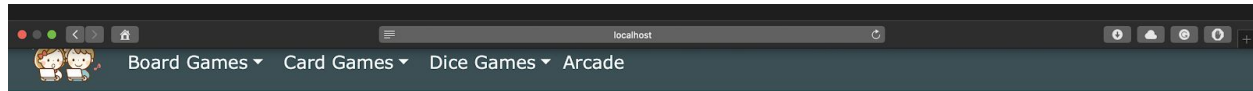
Uno as is an American shedding-type card game that is played with a specially printed deck. The game's general principles put it into the Crazy Eights family of card games, and it is similar to the traditional European game Mau-Mau. It has been a Mattel brand since 1992.

Official Rules

The aim of the game is to be the first player to score 500 points, achieved (usually over several rounds of play) by being the first to play all of one's own cards and scoring points for the cards still held by the other players. The deck consists of 108 cards: four each of "Wild" and "Wild Draw Four," and 25 each of four different colors (red, yellow, green, blue). Each color consists of one zero, two each of 1 through 9, and two each of "Skip," "Draw Two," and "Reverse." These last three types are known as "action cards." To start a hand, seven cards are dealt to each player, and the top card of the remaining deck is flipped over and set aside to begin the discard pile. The player to the dealer's left plays first unless the first card on the discard pile is an action or Wild card (see below). On a player's turn, they must do one of the following: play one card matching the discard in color, number, or symbol, play a Wild card, or a playable Wild Draw Four card, draw the top card from the deck, then play it if possible. Cards are played by laying them face-up on top of the discard pile. Play proceeds clockwise around the table. A player who draws from the deck must either play or keep that card and may play no other card from their hand on that turn. A player may play a Wild card at any time, even if that player has other playable cards. A player may play a Wild Draw Four card only if that player has no cards matching the current color. The player may have cards of a different color matching the current number or symbol or a Wild card and still play the Wild Draw Four card. A player who plays a Wild Draw Four may be challenged by the next player in sequence (see Penalties) to prove that their hand meets this condition. If the entire deck is used during play, the top discard is set aside and the rest of the pile is shuffled to create a new deck. Play then proceeds normally. It is illegal to trade cards of any sort with another player. A player who plays their next-to-last card must call "Uno" as a warning to the other players. The first player to get rid of their last card ("going out") wins the hand and scores points for the cards held by the other players. Number cards count their face value, all action cards count 20, and Wild and Wild Draw Four cards count 50. If a Draw Two or Wild Draw Four card is played to go out, the next player in the sequence must draw the appropriate number of cards before the score is tallied. The first player to score 500 points wins the game.


Penalties

If a player does not call "Uno" after laying down their next-to-last card and is caught before the next player in sequence takes a turn (i.e., plays a card from their hand, draws from the deck, or touches the discard pile), they must draw two cards as a penalty. If the player is not caught in time (subject to interpretation) or remembers to call "Uno" before being caught, they suffer no penalty. If a player plays a Wild Draw Four card, the following player can challenge its use. The player who used the Wild Draw Four must privately show their



Dungeons & Dragons ♥ 1

Like



👤

Players: 4+ players

🧠

Skills: Improvisation, Tactics, Arithmetic

👤

Age: 12+

📄

Cards:

🎲

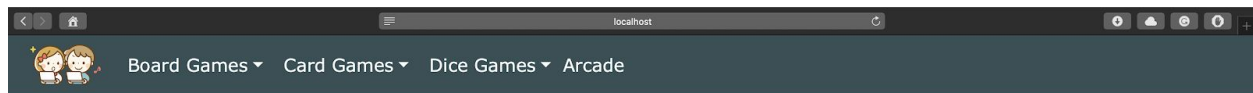
Random Chance: Dice rolling

About

Dungeons & Dragons (commonly abbreviated as D&D or DnD) is a fantasy tabletop role-playing game (RPG) originally designed by Gary Gygax and Dave Arneson. It was first published in 1974 by Tactical Studies Rules, Inc. (TSR). The game has been published by Wizards of the Coast (now a subsidiary of Hasbro) since 1997. It was derived from miniature wargames, with a variation of the 1971 game Chainmail serving as the initial rule system.[4][6] D&D's publication is commonly recognized as the beginning of modern role-playing games and the role-playing game industry. D&D departs from traditional wargaming by allowing each player to create their own character to play instead of a military formation. These characters embark upon imaginary adventures within a fantasy setting. A Dungeon Master (DM) serves as the game's referee and storyteller, while maintaining the setting in which the adventures occur, and playing the role of the inhabitants of the game world. The characters form a party and they interact with the setting's inhabitants and each other. Together they solve dilemmas, engage in battles, and gather treasure and knowledge. In the process, the characters earn experience points (XP) in order to rise in levels, and become increasingly powerful over a series of separate gaming sessions.

Official Rules

Dungeons & Dragons is a structured yet open-ended role-playing game. It is normally played indoors with the participants seated around a tabletop. Typically, each player controls only a single character, which represents an individual in a fictional setting. When working together as a group, these player characters (PCs) are often described as a "party" of adventurers, with each member often having their own area of specialty which contributes to the success of the whole. During the course of play, each player directs the actions of their character and their interactions with other characters in the game. This activity is performed through the verbal impersonation of the characters by the players, while employing a variety of social and other useful cognitive skills, such as logic, basic mathematics and imagination. A game often continues over a series of meetings to complete a single adventure, and longer into a series of related gaming adventures, called a "campaign". The results of the party's choices and the overall storyline for the game are determined by the Dungeon Master (DM) according to the rules of the game and the DM's interpretation of those rules. The DM selects and describes the various non-player characters (NPCs) that the party encounters, the settings in which these interactions occur, and the outcomes of those encounters based on the players' choices and actions. Encounters often take the form of battles with "monsters" – a generic term used in D&D to describe potentially hostile beings such as animals, aberrant beings, or mythical creatures. The game's extensive rules – which cover diverse subjects such as social interactions magic use, combat, and the effect of the environment on PCs – help the DM to make these decisions. The DM may choose to deviate from the published rules or make up new ones if they feel it is necessary. The most recent versions of the game's rules are detailed in three core rulebooks: The Player's Handbook, the Dungeon Master's Guide and the Monster Manual. The only items required to play the game are the rulebooks, a character sheet for each player, and a number of polyhedral dice. Many players also use miniature figures on a grid map as a visual aid, particularly



Sorry! ♥ 3

Like



👤

Players: 2-4 players

🧠

Skills: Counting, Tactics, Strategy

👤

Age: 6+

📄

Cards:

🎲

Random Chance: High

About

Sorry! is a board game that is based on the ancient Indian cross and circle game Pachisi. Players move their three or four pieces around the board, attempting to get all of their pieces "home" before any other player. Originally manufactured by W.H. Storey & Co in England and now by Hasbro, Sorry! is marketed for two to four players, ages 6 and up. The game title comes from the many ways in which a player can negate the progress of another, while issuing an apologetic "Sorry!"

Official Rules

Each player chooses four pawns of one color and places them in their Start. One player is selected to play first. Each player, in turn, draws one card from the deck and follows its instructions. To begin the game, all of a player's four pawns are restricted to Start; a player can only move them out onto the rest of the board if he or she draws a 1 or 2 card. A 1 or a 2 places a pawn on the space directly outside of start (a 2 does not entitle the pawn to move a second space). A pawn can jump over any other pawn during its move. However, two pawns cannot occupy the same square; a pawn that lands on a square occupied by another player's pawn "bumps" that pawn back to its own Start. Players can not bump their own pawns back to Start; if the only way to complete a move would result in a player bumping their own pawn, the player's pawns remain in place and the player loses their turn. If a pawn lands at the start of a slide (except those of its own color), either by direct movement or as the result of a switch from an 11 card or a Sorry card, it immediately "slides" to the last square of the slide. All pawns on all spaces of the slide (including those belonging to the sliding player) are sent back to their respective Starts. The last five squares before each player's Home are "Safety Zones", and are specially colored corresponding to the colors of the Homes they lead to. Access is limited to pawns of the same color. Pawns inside the Safety Zones are immune to being bumped by opponents' pawns or being switched with opponents' pawns via 11 or Sorry! cards. However, if a pawn is forced via a 10 or 4 card to move backward out of the Safety Zone, it is no longer considered "dangerous" and may be bumped by or switched with opponents' pawns as usual until it re-enters the Safety Zone.