

Scripts

Our 326_Final.py is our only script and contains the code for our game.

Instructions

You will need to import ArgumentParser from Argparse, sys, random, colored from termcolor, and Fore from colorama

To run the program from the command line type “python 326_Final.py name of person -c” for windows (change python to python3 for mac users)

Sample: **python 326_Final.py Bob -c**

Interpretation

Once you’ve type that, you are met with the round number you are currently on (which would be round 1 out of 3), the trick you are currently on (which would be the first trick out of 5), and your list of 5 cards. You are then prompted to choose a card, by typing in the number (1-5) corresponding to that card. If you type in a number outside the range or a non number, you are met with an IndexError. After that, the computer will also automatically choose a card from their list of 5. You will be able to know the current card on the table with the string “CURRENT CARD ON TABLE:”

Once both players have imputed their cards, the person with the right suit and the highest face wins that trick. If you win, you are prompted to input your next card. The current list will dwindle down e.g. now you have a list of 4 cards to choose from. If the computer wins, the computer automatically puts the next card on the table in which then you are prompted to input yours as well.

At the end of the 5th trick, the person with the right suite and the highest face gets the point and the round concludes. Points are based on the rule of spar, 6 = 3, 7 = 2, 8 or higher = 1. At the end of the third and final round, the points are tallied up and there will be a statement regarding if you beat the computer, or it beats you, or you both tied. The total points for both players will also be printed.

Attributions

The main format for how we worked on the project is similar to class exercises. We alternated between drivers so everyone could follow along and contribute and we all acted as navigators, however each navigator and the driver still had part of the overall project that they focused on as stated below. This allowed us to better understand each other’s designated methods and help create less complications versus working on it at separate times. For one of the methods, the

game method, due to how lengthy and complicated it was, it was something we all worked on. This also means we always had to find a time where everyone was available for a Zoom meeting.

All: Game method

Tony: ComputerPlayer and its methods

Yanni: newDeck

Mario: Deal method, setCurrCard

Benjamin: Player Class and its methods

Toluwalope: Scoring, card class

Bibliography

Spar. Bicycle Playing Cards. (n.d.). Retrieved December 21, 2021, from <https://bicyclecards.com/how-to-play/spar/>

This isn't a code, and more of the synopsis for the actual game of Spar that we based our game on

How to add color to text python? GeeksforGeeks. (2021, January 24). Retrieved December 21, 2021, from <https://www.geeksforgeeks.org/how-to-add-colour-to-text-python/>

This code allows us to change the font color in the terminal so it's easier to read and understand