What is Brisca

Brisca is a card game of tricks (battle) with a trump (dominating card of battle) suit where not all of the cards are dealt at the beginning of the game, but rather taken from the deck after every trick has been played.

1. Aim of the game:
   1. Players collect points per every trick won. The player with the most points after the last trick wins the game.
2. Deck of cards:
   1. It is played with a 40 card Spanish deck.
3. Number of players:
   1. 2
4. Order and attack points (ap) value of the cards:
   1. The order, from highest to lowest, is:
      1. *ace; 14 ap*,
      2. *three; 13 ap*,
      3. *king; 12 ap*,
      4. *knight; 11 ap*,
      5. *jack; 10 ap*,
      6. seven; 7 *ap*,
      7. six; 6 *ap*,
      8. five; 5 *ap*,
      9. four; 4 *ap*,
      10. deuce; 2 *ap*.
5. The score points (sp) value of the cards, in any of the four suits, is:
   1. Ace 11 sp
   2. Three 10 sp
   3. King 4 sp
   4. Knight 3 sp
   5. Jack 2 sp
   6. The remaining cards have no point value, nevertheless, they are used to form tricks (battles).

Gameplay

#### Who goes first?

* 1. Each player draws one card from the dealer’s deck and reveals it.
  2. The player with the highest card is the turn player.
  3. Cards return to deck and the deck is shuffled.

1. Dealing cards
   1. Dealer gives each player three cards, one by one, in an anti-clockwise direction.
   2. Dealer draws an additional card face up: this enables the trump suit.
      1. The trump card remains visible next to the deck in the center of the table (board).
      2. After each trick, one card is dealt to the winning trick player, then to the losing player.
         1. This keeps the player with 3 cards on hand every round till no cards remain on the deck.
         2. After the last card is drawn from the deck, if there is a trump card available on the board the remaining player to draw will draw the trump card.
2. What does a turn player do?
   1. The player can pick between this two actions
      1. Player can choose a card from his hand and enter a trick (battle)
      2. Or switch a card from their hand for the trump card on the board before entering a trick.
   2. Swap: Any player, after having won a trick and before taking a card from the deck, can pick up the card that sets trumps and replace it with the seven of the same suit; the seven of trumps and any card smaller than this can be replaced by the two of trumps. This change cannot be made after playing the penultimate trick.
   3. Trick
      1. Player places selected card face up in the middle of the table
      2. The opponent then becomes turn player,
      3. When it is their turn, they can play any card, with no need to match the suit or play a trump card.
      4. The trick is won by the highest trump card played or, if no trump is played, by the highest card of the suit that led.
      5. Winning player places cards earned in battle in their pot
   4. Trump Card
      1. Turn player can pick up the card that sets trumps and replace it with the seven of the same suit.
      2. The seven of trumps and any card smaller than this can be replaced by the two of trumps.
      3. This change/card swapping cannot be made after playing the penultimate trick.
3. After a trick
   1. Each player draws a card from the deck, starting with the winner of the trick.
   2. The next trick starts with the player who won the previous one, who plays any card, with the others continuing in a strict order from left to right as previously explained.
4. Game over condition
   1. The game ends when there are no more cards left to draw from the deck and the trump and all the cards have been played.
      1. If by chance a player any cards in their hands but the other player has none the player with any cards puts does cars with the rest of their pot
5. Post game: Scoring in the game
   1. Once a game has finished,
      1. Each player adds the value of the cards that form their pot.
      2. Whoever gets the most points wins.
      3. There may be a tie in the score.
         1. When each player scores 60 points, in which case that game is decided by the amount of tricks won.

Object Manager Overview

• Main (Level 5)

◦ GUI

◦ Main controls Game

• Game (Level 4)

◦ Game rules

▪ Game methods that make up the game

◦ Obj Manager for

▪ Deck

▪ Player

• Deck (Level 3)

◦ Obj Manager for Card

◦ Deck

▪ is formed from multiple Cards

▪ pulls the top card and sets it a trump card

• Player (Level 3)

◦ Obj Manager for Hand

◦ Player select the cards in his hand to

▪ battle or

▪ if able, swap for a trump card

• Hand (Level 2)

◦ Obj Manager for Card

◦ Hand

▪ holds player’s cards

▪ and responds to player commands

• Card (Multi level)

◦ It controls nothing

◦ Responds to Deck, Hand

◦ Both Level 1 (Hand) and level 2 (Deck)