Project name: Pis(h)ti

Project Proposal: Create a card game program, pisti. The user will play the game with the computer. The rules of the game added below.

Requirements: Create classes for appropriate objects such as deck, card, player (bot and person). Use ArrayLists, Arrays, exception handling. Create a GUI that displays the cards in the center, and the player's cards. At the end of the game, the scores should be calculated and winner should be announced.

Introduction

Pişti (pronounced "pishti"), is a popular Turkish card game, using a standard 52 card pack. The direction of play is counter-clockwise.

Cards are played to a central pile, which can be captured by matching the previous card played or playing a jack. Points are scored for certain captured cards. The word "pişti", which means "burnt", describes a capture of a pile containing only one card, for which extra points are scored.

The dealer turns one card of the four in the center of the table face up, to start the discard pile. If it is a jack, the cards should be shuffled and start the game again.

The Play

The player to dealer's right begins, and the turn to play passes counter-clockwise (For our project the user will play, then bot plays). A turn consists of playing one card from your hand face up on top of the discard pile.

If rank of the played card matches the rank of the previous card on the pile, the playing team captures the whole pile. The captured cards are stored face down in front of one member of the team. The next player will then start a new discard pile by playing a card face up to the empty table.

Playing a jack also captures the whole pile, no matter what card is on top of it.

If the played card is not a jack and is not equal to the previous top card of the pile, the played card is simply added to the top of the pile.

The team which makes the first capture also gets the cards which were dealt to the center of the table. Both members of the capturing team can look at these cards, but the other team are not allowed to see them.

When everyone has played their last four cards, any cards remaining in the discard pile are given to the last team that made a capture. The play of the hand is now over, and the teams score for the cards they have captured.

Pişti

If the pile consists of just one card and the next player captures it by playing a matching card (not a jack), the capturing team scores a 10 point bonus for a *pişti*. The capturing card is placed face up in the team's capture pile as a way of remembering the 10 points when scoring.

If the pile consists of just a single jack and you capture it with another jack, this counts as a double pişti, worth 20 points. A *pişti* can happen at any stage of the game, except that you **cannot** score a *pişti* for the very first card played by the player to dealer's right (capturing the original center cards) nor for the very last card played by the dealer (just before the hand is scored).

Scoring

Points are scored for particular cards, for the majority of cards, and for each pişti as follows:

Each J,Q,K,10	. . . 1 point
Each ace	. . . 1 point
♣2	. . . 2 points
◆10	. . . 3 points
Majority of cards	. . . 3 points
Each pişti	. . . 10 points
Each J pişti	. . . 20 points