Kings Drinking Game

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Introduction

In Taiwan, I lived a life devoid of excessive alcohol consumption. However, my first month in London last September was a stark contrast, as I drank more beer than I had in my entire life. To combat this, a friend, Jamie, introduced me to the game of "Kings." There are various versions of this game, but the one we played involved placing a pair of playing cards around a glass in the centre of the table. Players take turns picking cards and completing missions based on the number of the card they choose. These missions included "boys drink," "waterfall," and "King's Cup," among others, and they added much humour to our drinking experience. However, it was common for players to forget the corresponding mission for a particular card, requiring us to consult a cheat sheet to continue the game. And, on the off chance we didn't have playing cards available, our phones were always at hand. This made me wonder: why not create a mobile version of this game so we can play it whenever we want?

Inspiration/Examples

I have recently become captivated by the game "Rummikub," which can be played both in person and on a mobile device. When playing physically, a timer is necessary to keep track of each player's turn and easily switch to the next player. This simple timer app was the inspiration behind my plan to create a similar app for the game "Kings." The app would allow players to draw a card with just one touch, and through the use of p5.js, it would display the results and provide the desired functionality. This app could be shared through a single link, allowing my friends to play during their parties. Furthermore, the app would also solve the problem of forgetting the corresponding mission for each card number by displaying hints on the screen.

Process

The JavaScript Switch Statement is a valuable tool for creating a random mission generator for the game "Kings." When a physical card is drawn from the deck, its number represents the specific mission to be carried out. For example, the number 1 card represents "A" while the number 13 card represents "K." Using the "MousePressed" function, a single touch results in a random integer between 1 and 13, displayed in the middle of the screen. The Switch Statement allows for 14 cases, each including a description of the mission. For instance, if a player draws a 3, the task becomes "3 for me", which means the player must drink

On the other hand, when playing "Kings", players are often seated in different directions around the table, making it difficult for some to read the mission text on the screen in one direction. To solve this, the layout of the canvas was designed to have text orientation every 90 degrees, ensuring that all players can clearly read the mission.

The display of the "choose a mate" mission posed a challenge in coding. The mission requires players to select a partner to drink with when drawing a 6. To ensure no one forgets their partner, a function was added to insert and display the chosen player's

name. The function was optimised with the addition of the "set_delays" variable, which calls the insert text function after 60 frames, providing ample time for all players to read the screen.

Reflections

A small and simple game app can be a great addition to any party, particularly when it comes to indulging in a drinking game. However, there are a few areas that could use improvement. Firstly, the visibility of the user interface could be enhanced by adding brighter colours and contrast, as the app is often used in dimly lit environments. Additionally, the font used could be made more recognisable.

One of the persistent issues with the app is the sound effects. Unfortunately, after the sixth case is called, the sound effects fail to work on mobile phones, although they still function on computers. This can be disappointing, as the app is usually used on mobile phones and placed in the centre of the table.

In conclusion, with a few simple tweaks, this drinking game app has the potential to be even more engaging and enjoyable for users.