

Renato

Card Management System

Deck Composition and Initialization: At the start of the game or each round, a player's deck is pre-configured with a set number of cards. These cards may include standard poker cards. The deck can grow or shrink depending on the player's actions, and additional cards can be acquired through gameplay.

Dealing and Drawing Cards: The system determines how cards are drawn from the deck into the player's hand. In *Balatro*, players typically draw cards at the beginning of each round, maintaining a balance between randomness (to ensure unpredictability) and strategy (allowing players to influence their hand through specific game mechanics or card synergies).

Card Selection and Interaction: Once cards are drawn, players can select specific cards to play. This part of the system handles how cards are chosen for use in the player's hand, which can include building poker hands.

Discarding and Shuffling: After cards are played or after a round ends, the Card Management System handles discarding cards from the hand. Cards are permanently removed from the game.

Pepijn

Card Scoring System

Possible Poker Hands: Each poker hand is its own class inheriting from the same base class that overrides the 'IsThisHand' function to determine if the played hand is this poker hand. The played hand loops through all the possible poker hands until it hits the hand that it is. It's always at least a high card.

Get Scored Cards: Even though we now know what poker hand is played, we don't know which ones of the played cards actually score. In the class of the played poker hand it makes a list of the indexes of the cards that actually score, and here it loops through those indexes to add the correct cards to the list of scored cards.

Calculate Base Score: Each card has its own chips and multiplier (1 by default, but it can change in the real game). For each card in the list of scored cards, it adds the chips and the mult to the base chips and mult of the played poker hand, and multiplies the chips with the mult to return the score of the played hand.