

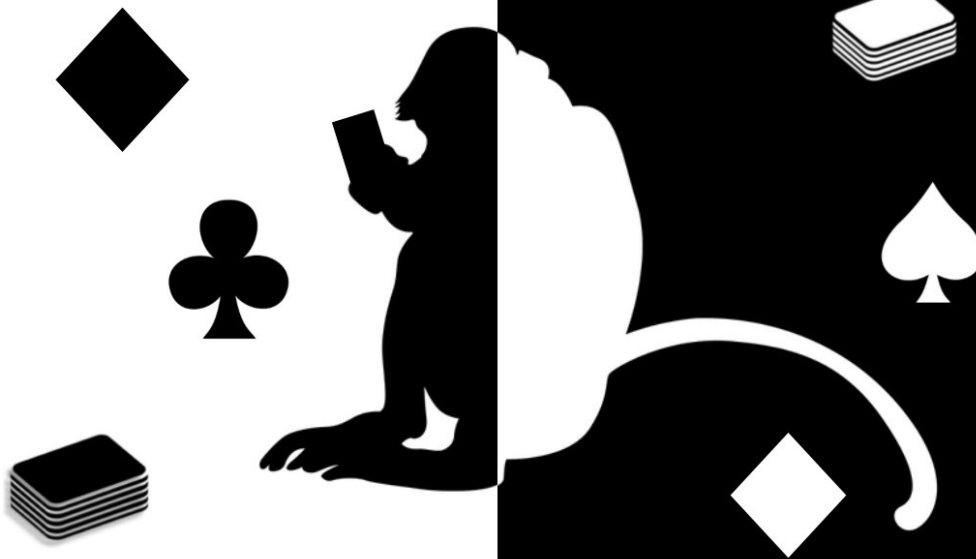


BSIT-1A GROUP 1

PROPOSAL

03 / 22 / 2022

MATCH N' M♥NKEY



MATCH N' M♥NKEY

Submitted by:

Aguilar, Josh Juri D.

Cartel, Marco Paulo D.

Espina, Eileen Hariette H.

Espina, Ellaine Hazelle H.

Evidor, Edward A.

Heraldo, Brylle Justin L.

Norial, Ma. Angelica D

Pile, John Lloyd C.

Pinca, Racheal Anne E.

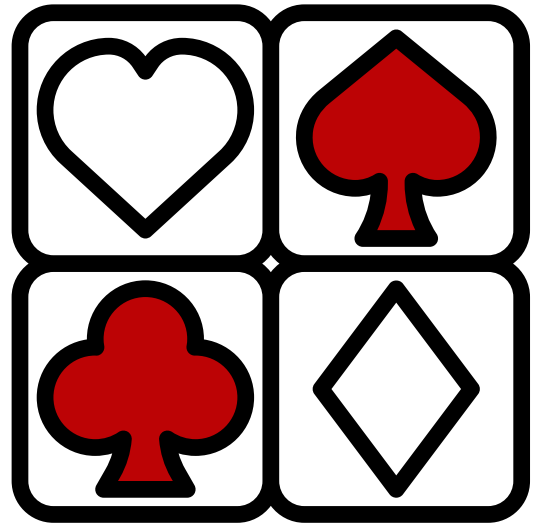
Tan, Jayson Adrian Q.



DESCRIPTION



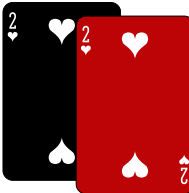
MATCH N' MONKEY is an *Unggoy-Ungguyan* inspired **card pairing game** that implements linked-list variables under the console interface of the Python language. Also, the game highlight is the battle of wits between the **user** and **the computer**. The first player to have zero cards is the **winner**, while the player with the last card is the **monkey** of the game round.



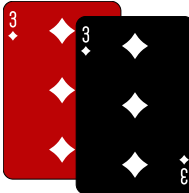
How to Play the Game



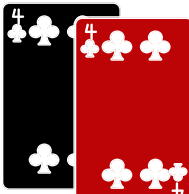
Once the game starts, **one card** from the 52-card deck will be the **hidden card** until the end of the game.



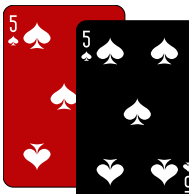
The program will then **randomly distribute** the **51 cards** between the user and the computer.



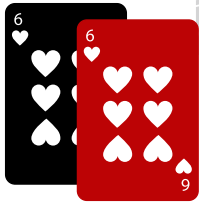
Next, the program will **pair the respective cards of the players** and **remove those paired cards** from the console interface to start the draw.



Then, the program will ask the user to choose between **"Heads"** (first draw) or **"Tails"** (second draw).



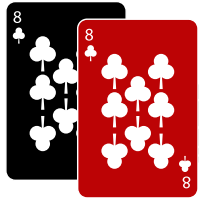
If the user wins the random coin toss with **"Heads,"** they are the **first player to pick a card** from the opposing deck. **Otherwise**, the computer will have the first draw.



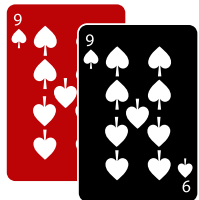
If the **chosen card** has a **pair** in their deck, the **program will remove that pair** from that player's deck.



If there are **no pairs**, the **program will add the chosen card** to the player's deck, then the game shall **proceed with the alternate draws** between the players **until there is one card left**.



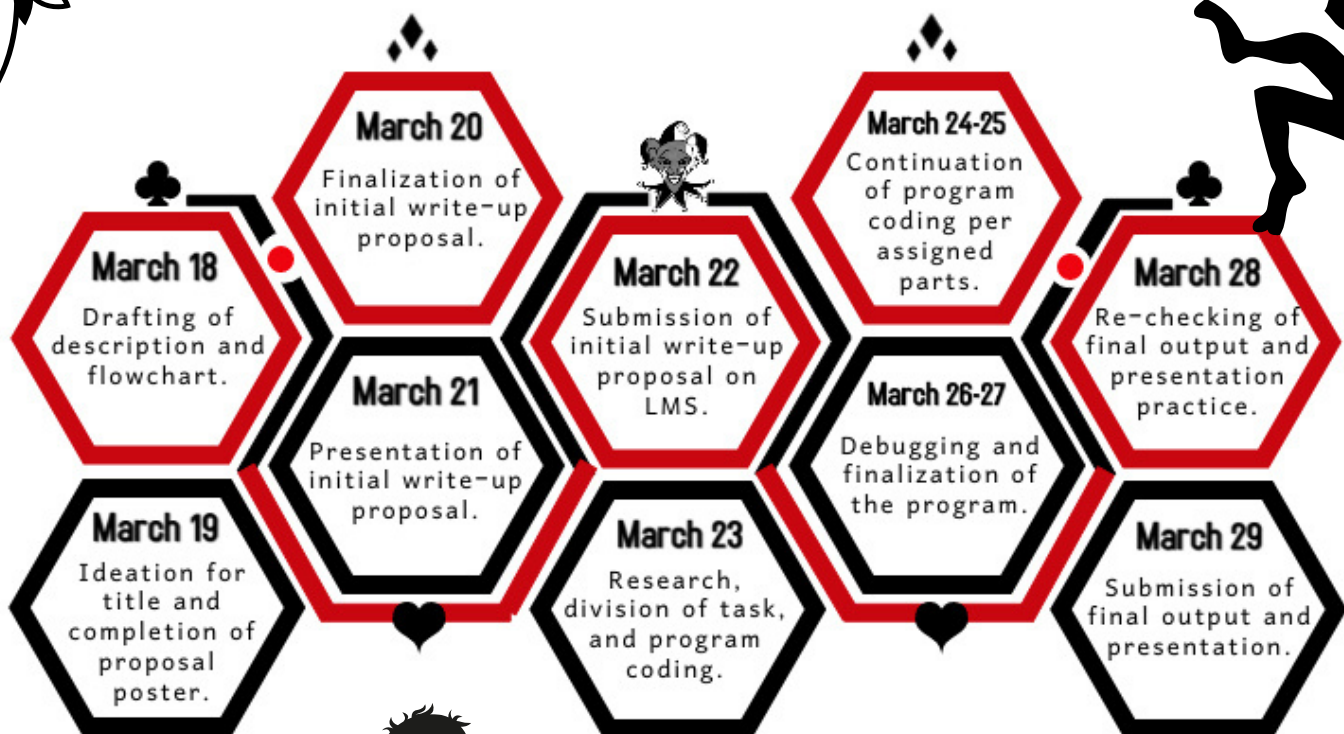
The **first player to have zero cards** is the **winner of the Match N' Monkey game**.



Lastly, the **program will pair the last card to the hidden card** and label the **other player as the monkey of the game**.

FLOWCHART

TIMELINE



FINAL RATING

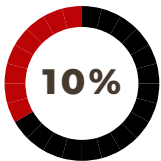
The rating is per the overall contribution and quality work of the members judged by the group leader.

BSIT-1A GROUP 1

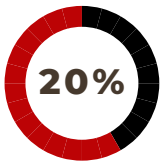
MEMBERS AND RATING



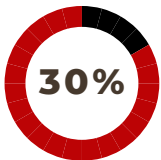
ACTIVENESS



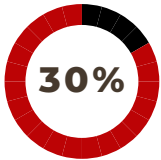
TIME
MANAGEMENT



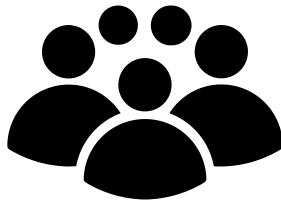
COOPERATION



TASK COMPLETION



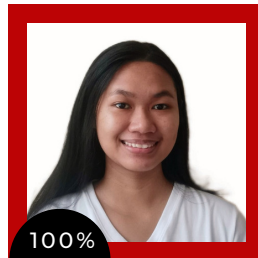
QUALITY WORK



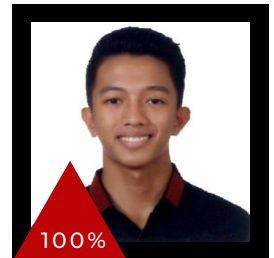
Eileen Hariette H. Espina
GROUP 1 LEADER



John Lloyd C. Pile
GROUP 1 MEMBER



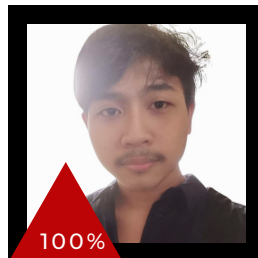
Ma. Angelica D. Norial
GROUP 1 MEMBER



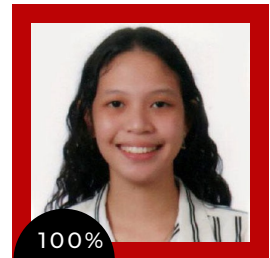
Marco Paulo D. Cartel
GROUP 1 MEMBER



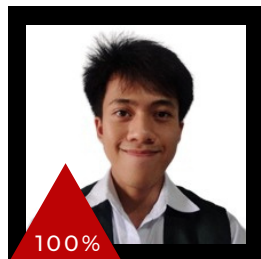
Ellaine Hazelle H. Espina
GROUP 1 MEMBER



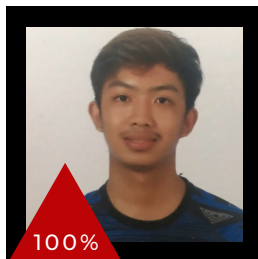
Brylle Justin L. Heraldo
GROUP 1 MEMBER



Racheal Anne E. Pinca
GROUP 1 MEMBER



Jayson Adrian Q. Tan
GROUP 1 MEMBER



Edward A. Evidor
GROUP 1 MEMBER



Josh Juri D. Aguilar
GROUP 1 MEMBER

Prepared For :

Bryan Arellano

