

Programming Project 3: Card Games

We've finally gotten to our first real project, just in time for winter break. This week, I just want you to start thinking about what you want to make, set up a Dev C++ project, and start to think about the design of your program. The first week back from break, we'll review anything you've forgotten or are unclear on, and spend the next few weeks working on this project.

So, the actual project is to make a card game. It can be as simple or complicated as you like (from war to solitaire to bridge), but try not to bite off more than you can chew—try to pick something that you think you can do in a few weeks. If you want to work on it outside of class, feel free, but that's not required.

If you have an idea of what you want to make, but don't know where to start, I recommend thinking about your game in very abstract terms: for example, what do I want a "card" to be? What do I want a "deck" to be? For those two, you're probably going to want to create a class.

Also, don't hesitate to ask me.

Some card game possibilities:

- War
- Poker
- Blackjack
- BS/BS Poker
- Solitaire
- Freecell Solitaire
- Hearts
- Gin Rummy
- Go Fish
- Uno/Crazy Eights
- Rummy
- Old Maid
- Cribbage
- Bridge (this would be quite complicated)
- Kings in the Corner
- Apples to Apples type game
- Magic (would also be very complicated)