**CSc 102 Project Proposal**

Crazy Eights card game

Crazy Eights is a shedding-type card game for two to seven players. The object of the game is to be the first to get rid of the player’s cards to a discard pile (Janssen, 2010). The game is played with a full deck of 52 cards, without the Jokers. Each player receives 4-5 cards, or 6 in a two-player mode with the rest of the deck placed face down on the table, then the first card is drawn to start the game. But the card drawn from the table must not be a Jack, any of the 2s, any of the 8s or any 7s if the game is played manually, because the role of the Jack in Crazy Eight is for skipping the turn of the player next to you, if a 2 is played then the next player must draw two cards from the faced down deck, and the 8 changes the suit of the game; and 7 is said to reverse the rotation of the game.

An 8 can be played on any suit of the cards, but all the other cards must match the suit that is being played, or the number of the card facing up; for example, if there is 6 of hearts on the table, the next player can play any other 6 or draw from the facing down pile if none of his/her cards can play. The winner of the game is the first player to empty his/her hands. When the game is played manually, it is played in elimination mode until two players remain, the one who wins gets a score of 1. But in a computer game, the winner will receive the score calculated from the remaining cards of the opponent’s hand. 8s score 50, court cards score 10 and all other cards face value (Parlett, 2008).

The variants that give the game a special effect are 2s are for pick-ups (James, 1947), if the next players also have 2s, they can play their 2s without picking up, and if the next player does not have a 2, then he/she will have to pick up the total of the 2s (which will be 8 if all 2s are played); meaning in a 5 player game, if four players play 2s, the fifth player will pick up 8 cards. An additional effect will be if a one player has two 8s, he/she can ask every other player to draw two cards from the stockpile, then use the second 8 to the change the suit of the game; unless another player has an 8, the that player can change the suit without drawing from the stockpile.

The aim of this version of Crazy Eight is to empty your hands to score points, and features will be added to make the game attractive.

This project aims to make a card game in java with these milestones: The first is to have an array which will contain the deck of 52 cards. Up to 5 players will play the game, including computer players. A score board will be implemented to keep the fun in the game. There will also be an option of choosing the number of players to play the game.

References:

James, M. W. (1947). *U.S. Patent No. 2,433,473*. Washington, DC: U.S. Patent and Trademark Office.

Janssen, Marco A. "The Evolution Of Rules In Shedding-Type Of Card Games." *Advances in Complex Systems*13.06 (2010): 741-754.

Parlett, D. (2008). *The Penguin book of card games*. Penguin UK.