quartet

The game Supertrump18, which is played with special quartet playing cards, is particularly popular with children. The first games that were distributed in the 1950s were initially about cars and vehicles of all kinds [?]. Later, other things such as

Played buildings or animals. In the context of the inauguration of US President Trump, Spiegel online even has a “quartet of US presidents”

published19.

14.1. backend

Saving the virtual cards and scores is relatively easy if you limit yourself to a specific game. Then the associated database can be quickly designed. It is more complicated if different types of the game (e.g. cars and ships) are to be selected. It would be very nice but also difficult if the users could add new games themselves without having to reprogram parts.

14.2. Local front end

A strict separation between backend and frontend should be planned from the beginning. The first frontend should then only be playable locally. Since there must be at least two players, you could switch between the individual players by pressing a button, for example.

14.2.1. computer gamer

It would be nice if you could also play against the computer. In principle, the computer player knows all the cards and can therefore very easily calculate the probability of winning for the different parameters. It therefore makes sense to define different levels of difficulty, e.g. e.g.:

easy:

The computer player randomly selects a parameter.

medium:

The computer player knows the lowest and highest value of all playing cards for all parameters and chooses the one that comes relatively closest to the highest value.

difficult:

The computer player ranks all the playing cards in all parameters and chooses the parameter in which their own parameter is most likely to appear in the sequence.

18 https://de.wikipedia.org/wiki/Supertrump

19 https://www.spiegel.de/politik/ausland/donald-trump-john-f-kennedy-und-co-die-us-praesidenten-im-quartett-a-1130747.html

very difficult:

The computer player ranks his current playing card and the opponent's playing cards and then chooses his own parameter that has the best prospects in comparison to the ranking of all the opponent's playing cards.

Of course, the computer player could "look at the cards" of the other players. However, this should not be implemented programmatically. If desired, network support/multiplayer capability can also be implemented first and only later can the computer player be tackled.

14.2.2. network capability

Since the game is basically a multiplayer game, network capability makes a lot of sense and should be considered in the architecture from the start.

14.3. web client

Develop a web client to enable cross-platform gaming.