**Pirate Spades**

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**Abstract**

The game is a 2-5 players card game. It consist of 20 rounds, where each player starts with 10 cards. For each round all the players gets one card less until the 10th and 11th round, where all players only have 1 card. After this, the number of cards increases with one for each round. The player to the left of the dealer starts with playing a card. The other players have to top this cards with a card of the same suit. If a player does not have a card of the played cards suit, the player can throw any other card. All cards are beaten by a spade. If several players play a spade, the one with the highest spade wins the trick. In the beginning of all rounds, all players have to bet the number of tricks they think they will have when the round is done. If their bet is correct, the player get +10 points plus the number of tricks (the bet). If the bet is incorrect, the play gets -1 point per trick they got wrong (if the bet is two, and the player gets 3 tricks, he will get -1 point that round).

**Requirements**

Bellow the mandatory and secondary requirements is shown.

Mandatory Requirements (must)

» Must model the game "Pirat Bridge".

» Must involve at least two players.

» Must have an interactive user interface.

» Must store player state between games.

» Must accurately model players and non-player/non-card entities relevant to the game.

Secondary Requirements(may)

» Should be playable over network.

**Overview**

In the beginning, each team member got a role. Morten was in charge of the game logic, Andreas of the networking and database and Helena of the graphics. This showed up not to be a good idea, as the coupling in the game logic got too tight and it was difficult to get it to play together with the networking part. More than that, the two members had programmed from two different angles. The game logic wasn't programmed to take several users playing over the network into account. So the two parts were too difficult to gather. So Andreas was instead in charge of game logic and networking, Morten and Helena were in charge of the interface and graphics.

The primary elements in this program is

A longer description of the system and your team.  Team members' roles must be described.  Remember to only use terms from your dictionary here and in the rest of the document, particularly in your requirements.  No detailed discussion of design or architecture is necessary here, though some high-level discussion of the architecture is normally included.

**Dictionary**

**XNA:** A set of tools used for video game programming. This is developed by Microsoft and used in visual studio with a managed runtime environment. I makes it easier for the developer to create the visual part of the game and make it play fluent with the code behind the game.

**Example**

An example use of your system, walking through reader through a typical architecture configuration and summarizing how the system fulfills the requirements for this particular configuration.

**Bibliography**

Reading has mostly been done before and during the making of the GUI. The following links has been used.

Photoshop:

http://photoshoptutorials.ws/

http://www.mediacollege.com/adobe/photoshop/transparent/background.htm

XNA:

http://rbwhitaker.wikidot.com/playing-background-music

http://www.xnadevelopment.com/tutorials.shtml

http://www.alecjacobson.com/weblog/?p=539

http://www.xnadevelopment.com/tutorials.shtml

Shuffle algorithm:

http://en.wikipedia.org/wiki/Fisher%E2%80%93Yates\_shuffle

**Revision History**

Major milestones in this document should be summarized here (i.e., cut-and-paste relevant messages from your commit messages/changelog).

**Related Documents**

Point to any other documents in your project that are directly relevant to the project.