

# Strings Against Humanity

**A vanilla javascript adaptation of a party game for horrible people**

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**“Edgy.”**

*-LA Weekly*



**“Horrible.”**

*-Wired*



**“Snarky.”**

*-AdWeek*



**“Bad.”**

*-NPR*



**“Hysterical.”**

*-TIME*



**“Good.”**

*-Daniel Radcliffe*



**“Hilarious.”**

*-INC*



**“Unforgivable.”**

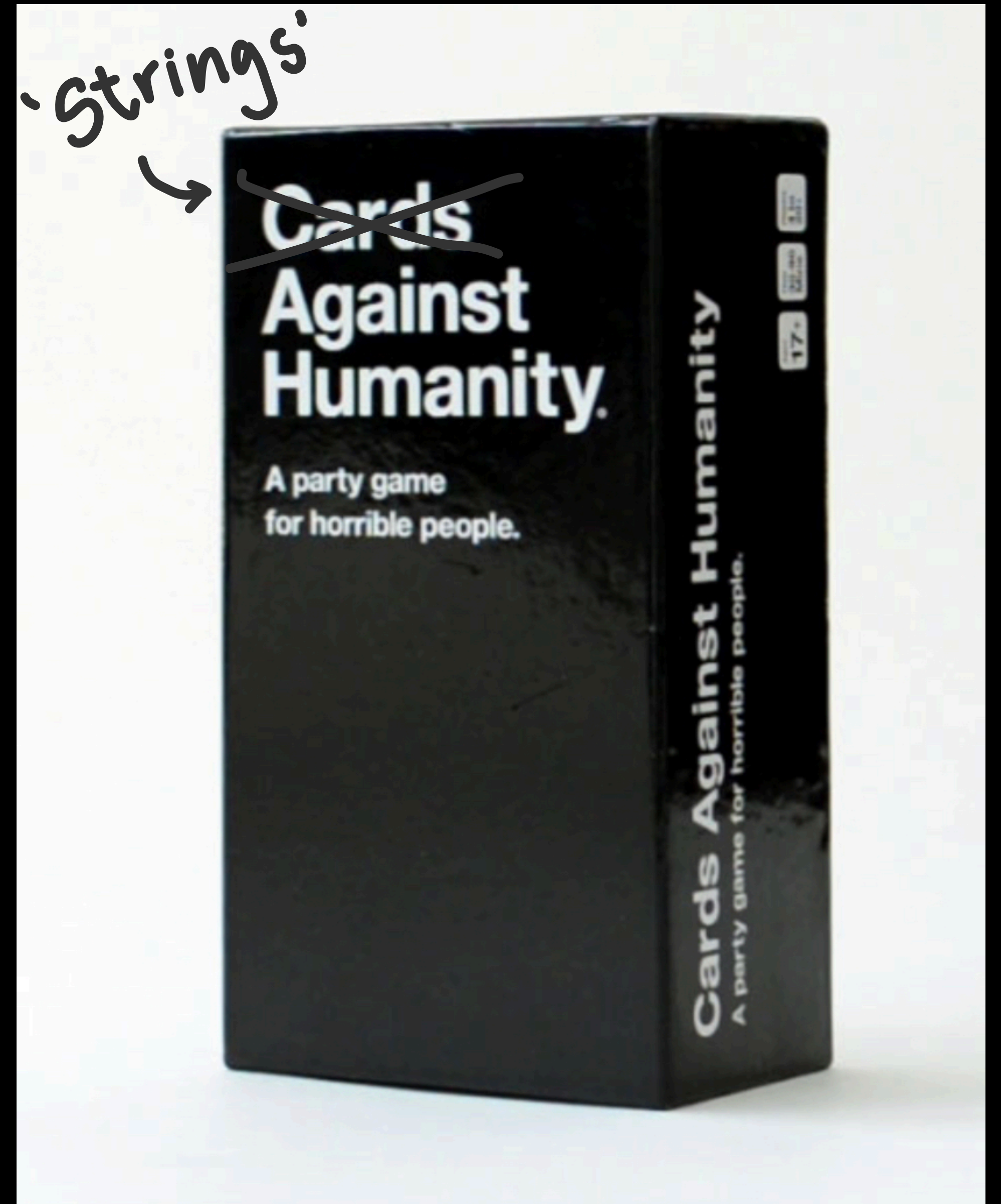
*-The Economist*



**What is it?**

# What is it?

- Basically a javascript version of the adult party card game, Cards Against Humanity
- The original game is simple:
  - Each round, one player asks a question from a black card, and everyone else answers with their funniest white card



I'm sorry, Professor,  
but I couldn't  
complete my  
homework because  
of \_\_\_\_\_.

Doin' it in the butt.

ANSWER CARDS

(WHAT THE PLAYERS PUT DOWN)

PROMPT CARDS

Listen, son. If you  
want to get involved  
with \_\_\_\_\_, I  
won't stop you. Just  
steer clear of  
\_\_\_\_\_.

Laying an egg.

Being a dinosaur.

Cards Against Humanity

PICK

Cards Against Humanity

Cards Against Humanity

**What problem are we solving?**

# What problems are we solving?

- You no longer need a physical copy of the game
- You can play it virtually with friends
- Socially distance while having fun with friends
- Avoid awkward quiet moments on Zoom by playing our game

Click here for  
game demo

Now, let's play...



# Technical Challenges

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- Validating user entries
- Readability on Console
- Overall control structure

# Stretch Features

- Shuffle order of cards shown to the czar
- Ability to keep track and recycle discard pile
- Designing and creating a user interface for the game for better visualization and overall user experience
- Adding a feature that makes the players' hand private from other players

