

Piști By Group 4

This project is the software implementation of the card game called “Piști”. It consists of two parts: client and server. Client part is for the graphical client side of the game. Server part is for the backend that allows multiplayer online gameplay.

Server: Server part includes database and rest api related program logic which are implemented with Spring Boot. In addition to these, a controller part of the online 1v1 stage is implemented here.

Client: Client includes implementation of graphical user interface. For early stages of the game player plays against AI, this AI is implemented in this part.