

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.

Password reset system is implemented different than reset link method. It is implemented via pure token that is sent to user’s email. Later, for password reset, the token and the new password is asked. If the token sent to user is correctly typed by user, user can change his/her password.

For now, game is not playable, but the cheat is working, you can pass the level with ctrl+9, and graphical theme of the game is ready.