**Pişti By Group 4**

This project is the software implementation of the card game called “Pişti”. It consists of two parts: client and server. Client part is for the graphical part of the game. Server part is for the backend.

**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.