

Rules:

"The game is played in several rounds. In the first round, each player receives a card which he reads. These cards represent numbers from 1 to 100.

The game is cooperative, just play the cards in ascending order. From the smallest to the biggest. But here's the thing, no one has to talk to each other, no one has to wave to each other. So there is no order of play. Whoever thinks they have the smallest card puts it down.

The next person who thinks he or she has the smallest card puts it down, and so on.

If the players have succeeded in laying down the cards in the right order in a round, each player gets one more card in the next round.

If not, they go back to the first round.

Here is an example of how it works:

- Round 1:

	Alice	Bob	Charles
Cards Received	14	7	63
Order of Play	2	1	3

This round is won, the cards have been played in order.

- Round 2:

Alice Bob Charles

	Alice	Bob	Charles
Cards Received	35, 43	16, 28	11, 41
Order of Play	4, 5	2, 3	1, 6

The round is lost! Alice has played her card 43 before Bob has played his card 41.

The goal of this project is to allow users to play The Mind on computers, via terminals, with other users and/or robot processes.

Features to be developed :

The system will include three types of processes:

- Game manager: welcoming players and rounds, distributing cards, sending information to players for each card played (player's name, card), checking the order of play, stop if the order is not respected, etc.
- Human player: allows the user to play his cards at the right time: displays the start and end of the game, transfers to the manager the user's play orders and display the cards played by the other players.
- Robot player: participates in the game as a human player by trying to play the cards received at the right time