

Members:

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Cards Against Humanity (online)

Game Description: Cards Against Humanity (abbreviated as CAH) is a party card game in which players use their cards (containing phrases/words) to complete fill-in-the-blank statements. It consists of white cards (which contain a phrase or word) and black cards (which contain a fill-in-the-blank statement). Initially, 10 white cards are dealt to each player. Each turn, a player picks a black card and reveals it to the others, then each of the other players select one white card from their 10 and pass them to the black card's owner. After a shuffle, the player who revealed the black card then reads the white cards and chooses the best match; the player who played the best matching white card receives a point. The game ends after a certain amount of points is obtained. More info: https://en.wikipedia.org/wiki/Cards_Against_Humanity

GUI: The players will have to interact with cards, which will contain text and some images. The white cards will be moved to the middle of the pile when they are selected by players

Networking: The game will be played online by anywhere between 3 to 20 (variable) players. Regarding authentication, people who create an account and login will be able to see a history of the games they've played, and they will have access to more cards / decks. Players who use a guest account will not have these features

Multithreading: Multithreading will allow players to choose the white cards simultaneously, rather than having a single thread wait for player 1 to pick a white card, *then* player 2 to pick a white card, *then* player 3 to pick a white card, etc.

Meeting time:

Sunday morning or afternoon. We will either all meet in person (except Corey, who can't attend and will use Skype), or, if most of us cannot go, we will all use Skype