Mob programming :

Rules :

* 1 navigator + all the rest are drivers
* After 15 minutes change the navigator

What are you going to do ?

You are going to develop a card game called Red7

What do you already get from us ?

* A player class
* A card class
* A cardColor class

You can fork this repository : <https://github.com/kevinsmet/cegeka-kata>

What is red 7 ?

Red 7 is a card game with 49 cards.

The cards go from 1 to 7 and there are 7 different colors (there are no duplicate cards).

The game starts by giving 4 players each 7 cards in their hand and 1 card on the table ( the cards on the table are called their ‘tableau’).

The first card on the table determines which player will start playing.

The player after the player who has the highest card in their tableau is the starting player. (You first compare the numbers, when the numbers are equal you compare the color card (see ‘references’ folder for each color’s ‘strength’.

The rules of the game are rather simple, after your turn you have to be winning from all other players using the current rule.

You can do one of the following during your turn to become the current winner?

* Put an extra card in your tableau\*
* Change the rules\*
* Put an extra card in your tableau in combinationwith changing the rules.\*
* Give up (this means you lose and are out of the game. All of your tableau cards are removed)

\*You are not allowed to perform these actions if they wouldn’t result in a win for you.

How can you change the rules?

* Every color contains a winning rule, you change the rules by putting the card in the discard pile. The rules stays the same until another player changes the rules.

The different rules are :

* Red card : highest card (first check the numbers, when the numbers are equal check color)
* Orange card : most of one number wins
* Yellow card : the most of one color wins
* Green card : most even cards wins
* Blue card : most different colors wins
* Indigo card : most cards in row wins
* Violet card : most cards below 4 wins

If there is a tie among the players using the rule printed on the current rule, you take the highest card that adheres to the current rule from each player’s tableau and use those to determine who has the highest card

How do you lose?

* If you are out of hand cards and it’s your turn and you’re not the last player standing, you’re out
* If you choose to give up during your turn

How do you win?

* If you’re the last player in play after everyone else gave up and/or ran out of cards

What do we expect from you ?

* Have fun
* Share knowledge and help each other
* We hope you all learn something from this evening

Quick overview of what to do :

* Divide the cards over 4 players (7 in the hand, 1 on the tableau)
* Make sure the players after the person with the highest card wins
* The game logic consist of 4 possible actions :
* Play a card (adapting rules and/or put an extra card on the table)
* Give up
* After your actions you have to be winning according to the current rules
* Continue until one player wins.

If you have any questions, you can always yell at a facilitator.

We all wish you a fun evening.