**JS Project Initial Proposal**

**Card Game: ”Train”**

Train is a simple but addicting card game. There should be 4 players (1 human player and 3 basic AIs) who each get 13 cards at the start of a game. The player with the 7 of spades begins play with that card. On each turn, a player can:  
1) open a new suit with the corresponding 7  
2) play a card that is consecutive to a card at either end of an opened suit (i.e. 6 or 8 of spades)  
3) “kill” a card that they own, only if they cannot play a card  
The game ends when all players are out of cards, and points are calculated based on killed cards (1-13 points for Ace-King). After 4 games, the player with the fewest points wins!

I plan on having a layout similar to MS Hearts: the human player’s hand is shown to them at the bottom of the screen along with their killed cards, the AIs' hands and killed cards are face-down on their respective side (top, left, and right), and play happens in the middle with four columns of cards (one for each suit). The human player will interact with the game using their mouse; hovering over a card will highlight it, and clicking on a card will play or kill it if possible. At this point, I don’t think I will need any external technologies or libraries, although I may end up wanting to use some to spice things up.