Project Description

Game description: I’m going to make a card game that assign 10 cards from card pool which contains 54 cards each time to both player.

The player to play first will be assign randomly, each player has a few options to play card, play a single card, two cards or three cards.

To play two cards at same time, these two cards have to be the same. For playing three cards, it is either a sequence or three same cards which called bomb.

For the second player to play, he has to play the same number of cards that are bigger than the first player played only the bomb (second largest type) or two jokers (largest type) can ignore the number of cards played), for a sequence of cards the first number of the sequence have to be bigger than the first player played. If the second player does not have any cards that are bigger or not willing to play, he can click pass to let the first player continue to play.

The first player who has played all of their cards would be the winner of this turn, after one player won, the server will clear both player’s hand and get cards again from the card pool, and the play will start again. Until one player won twice, the game will end.