

RA P3: Ideation Phase - Gin Rummy

Game Plan

Milestone	Feature	Route	Function (script.js)	Controller
Base (vs computer)	<ul style="list-style-type: none"> user login start new game deal 11 cards to each player start with 1 card in discard pile face up user can choose to pick discard card or pass <ul style="list-style-type: none"> if pass, computer gets the same option <ul style="list-style-type: none"> if computer picks, computer must discard card from hand. it is then user's turn, user can select from discard pile or faced down deck if computer pass, it is then user's turn, user can select from discard pile or faced down deck if pick, user must discard 1 card from hand. it is then computer's turn to select from discard pile or faced down deck 3 actions while game play is running <ul style="list-style-type: none"> pick from deck pick from discard discard from hand computations required during gameplay <ul style="list-style-type: none"> sort player hand in ascending order card deck needs to be assigned values <ul style="list-style-type: none"> 10 points for figure cards, rest follows the card itself identify unmatched cards and corresponding points <ul style="list-style-type: none"> match cards by suit in ascending order ≥ 3 match cards by number $= \geq 3 \leq 4$ computer hand to auto discard highest value unmatched card when unmatched card values less than 10, <ul style="list-style-type: none"> offer user button to knock randomly make computer knock (boolean) when qty of unmatched card value after draw = 1 <ul style="list-style-type: none"> offer user button to GIN computer auto GIN when qty of unmatched card value after draw = 0 <ul style="list-style-type: none"> offer user button to BIG GIN computer auto BIG GIN player score calculation <ul style="list-style-type: none"> if any player knocks <ul style="list-style-type: none"> the positive difference in unmatched cards value between 2 player hands is awarded to the player who knocked the negative difference in unmatched cards value between the 2 player hands is awarded to the player who didn't knock, + a 25 point penalty player who GIN is awarded 25 points player who BIG GIN is awarded 30 points game over <ul style="list-style-type: none"> first player to reach ≥ 100 wins the game 	<input type="checkbox"/> app.get('/', game.index) <input type="checkbox"/> app.post('/login', user.login) <input type="checkbox"/> app.get('/dashboard', user.dashboard) <input type="checkbox"/> app.get('/games/gameld/:roundId', round.create) <input type="checkbox"/> app.get('/games/gameld/:roundId/pass', round.pass) <input type="checkbox"/> app.get('/games/gameld/:roundId/draw-deck', round.drawDeck) <input type="checkbox"/> app.get('/games/gameld/:roundId/draw-discard', round.drawDiscard) <input type="checkbox"/> app.get('/games/gameld/:roundId/discard', round.discard) <input type="checkbox"/> app.get('/games/gameld/:roundId/knock', round.knock) <input type="checkbox"/> app.get('/games/gameld/:roundId/gin', round/gin) <input type="checkbox"/> app.get('/games/gameld/:roundId/big-gin', round.bigGin)	<div>dom manipulation</div> <input type="checkbox"/> helper functions <input type="checkbox"/> activate/deactivate Discard from hand <input type="checkbox"/> switchPlayerTurn <input type="checkbox"/> activate/deactivate Deck <input type="checkbox"/> activate/deactivate knock prompt <input type="checkbox"/> activate/deactivate Gin prompt <input type="checkbox"/> activate/deactivate BigGin prompt <input type="checkbox"/> autoDiscard <input type="checkbox"/> autoDraw <input type="checkbox"/> checkGameEnd <input type="checkbox"/> dom functions <input type="checkbox"/> createDiv <input type="checkbox"/> createButton <input type="checkbox"/> createCardElement <input type="checkbox"/> showCardFaceUp <input type="checkbox"/> showCardFaceDown	<input type="checkbox"/> games <input type="checkbox"/> cardDeckFunctions <input type="checkbox"/> controllerFunctions <input type="checkbox"/> index <input type="checkbox"/> create <input type="checkbox"/> insert row into DB <input type="checkbox"/> set playe rScore <input type="checkbox"/> update <input type="checkbox"/> rounds <input type="checkbox"/> helper functions <input type="checkbox"/> calculateDe adwoodValue <input type="checkbox"/> sortPlayerH and <input type="checkbox"/> controller functions <input type="checkbox"/> create <input type="checkbox"/> make Deck <input type="checkbox"/> deal playe rHan ds <input type="checkbox"/> set deck <input type="checkbox"/> set disca rd pile <input type="checkbox"/> dead wood <input type="checkbox"/> pass <input type="checkbox"/> drawDeck <input type="checkbox"/> drawDiscard Pile <input type="checkbox"/> discardHand <input type="checkbox"/> knock <input type="checkbox"/> gin <input type="checkbox"/> bigGin <input type="checkbox"/> users <input type="checkbox"/> login <input type="checkbox"/> dashboard <input type="checkbox"/> storeGameResult
base part 2	<ul style="list-style-type: none"> CSS <ul style="list-style-type: none"> (grid) separate player hand cards into rows representing each suit, with cards placed in ascending order keep record of player wins and losses continue unfinished game 			
comfortable	<ul style="list-style-type: none"> support 2 player 			

Todo

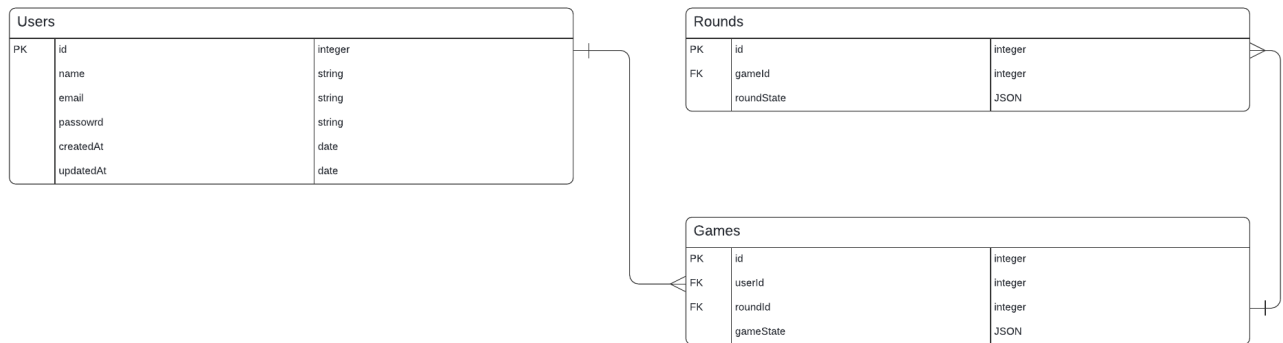
- ☐ setup packages and folders / create db
- ☐ migrations
- ☐

- ☐ models
- ☐ seed users with computer and first user
- ☐ controllers
- ☐ routes
- ☐ script.js

ERD

Database ER diagram (crow's foot)

Diyana Ramlan | March 10, 2022



Wireframes

Gin Rummy

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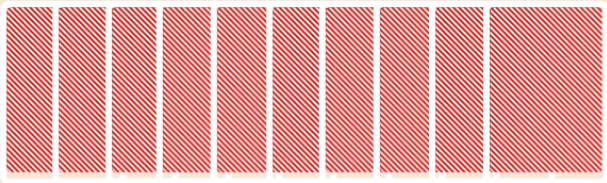
Gin Rummy

Continue game

Start new game

logged in as: yyy@ymail.com

0
100 COMP123

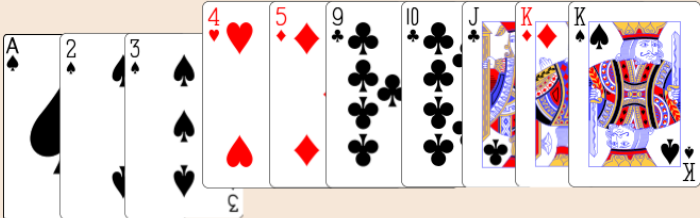


Knock



Pass

Take from discard pile or pass



0
100 LIZAGUY

Your Turn

Deadwood: 58