

*CPSC 2720: Card Game Manual*

*Created by:*

Brett Regnier <[brett.regnier@uleth.ca](mailto:brett.regnier@uleth.ca)>

Daylend de Grasse <[daylend.degrasse@uleth.ca](mailto:daylend.degrasse@uleth.ca)>

Brad Lindsay <[brad.lindsay@uleth.ca](mailto:brad.lindsay@uleth.ca)>

Michael Wynnychuk <[m.wynnychuk@uleth.ca](mailto:m.wynnychuk@uleth.ca)>

*Crazy 8’s Instructions*

*Objective:* *Use up all cards in your hand to win.*

*Earn points:*

* Each eight = 50 points
* Each K, Q, J or 10 = 10 points
* Each ace = 1 point
* Each other card is the pip value

*How cards are dealt:*

* Deal 5 cards one at a time, face down, beginning with the player to the left. The balance of the pack is placed face down in the center of the table and forms the stock. The dealer turns up the top card and places it in a separate pile; this card is the “starter.” If an eight is turned, it is buried in the middle of the pack and the next card is turned.

*How to play:*

* Starting to the dealer’s left, each player must place one card face up on the starter pile. Each card played (other than an eight) must match the card showing on the starter pile, either in suit or in denomination.
* Example: If the Q of Clubs is the starter, any club may be played on it or any Queen.
* If unable to play, cards are drawn from the top of the stock until a play is possible, or until the stock is exhausted. If unable to play when the stock is exhausted, the player must pass. A player may draw from the stock, even though there may be a playable card in the player’s hand.
* All eights are wild! That is, an eight may be played at any time in turn, and the player need only specify a suit for it (but never a number). The next player must play either a card of the specified suit or an eight.

*Go Fish Instructions*

*Objective:* *Win the most piles.*

*How cards are dealt:*

* The deck is dealt between all players in the game. If there are less that 3 players, each player gets 7 cards, otherwise each player gets 5 cards.

*How to play:*

* Each player will be dealt their cards.
* The starting player will ask an opponent for a card by pip.
* If the opponent has that pip, they must turn over all cards of that pip.
* Once 4 cards of a specific pip are created, the cards are removed from the player’s hand and added to their ‘piles’
* Once all the piles are accounted for, the player with the most piles is declared the winner.

*War Instructions*

*Objective:* *Win all of the Cards.*

*How cards are dealt:*

* The deck is dealt between both players. Each player cannot see their hand.

*How to play:*

* Each player will draw a card from their deck then the cards will be compared against each other based on their values.
* Each card is worth a different value, be that each numbered card is worth that value, and then the value after the 10 Card goes Jack, Queen, King, and Ace being the highest valued card.
* If both cards that are drawn are worth the same value. Ex. Queen of Spades vs Queen of Hearts then WAR is declared and players must play Cards until someone wins the exchange.
* After each round the player who won the exchange (including War) receives all of the Cards and places them into their discard pile.
* Once the player runs out of cards in their hand they pick up their discard pile and begin to play using those cards.
* This repeats until one player receives the entire deck.

*Blackjacks Instructions*

*Objective:* *Get closer to 21 than the dealer, without going over.*

*How cards are dealt:*

* 2 cards are dealt to each player, including the dealer. You can only see your hand.

*How to play:*

* Each card is worth the number printed on said card, except for face cards and ace. Ace is worth 1 or 11 points (the better of the two), and face cards are worth 10.
* You start with two cards. Sum up the worth of your cards, and then decide whether or not you want the dealer to give you another card (hit).
* If you decide to hit, the dealer will give you a new card and you will calculate the new sum of all cards. If that number is greater than 21, you lose (bust). If that number is less than 21, you may choose to hit again. If you do not wish to hit, select stay. Your turn is now over.
* Once your turn is over, wait until the dealer takes his turn.
* If your sum of cards is closer to 21 than the dealer’s cards, you win. If the dealer is closer to 21, you lose. If you both end up at the same value, it’s a tie game. This includes if you both end up at 21.

*Rock Paper Scissors Instructions*

*Objective:* *Win the most cards.*

*How cards are dealt:*

* 3 Cards are dealt to both players.

*How to play:*

* Both players will pick a card from their hand, then they will be compared in a combat triangle. After choosing a card from their hand each player will draw a card from the Game deck.
* Each card has an advantage over the other, such as Rock crushes Scissors, Paper covers Rock, and Scissors cuts Paper.
* If both cards that are drawn are worth the same value. Ex. Rock and Rock then it's a Draw and each player must draw cards until someone wins, similar to war.
* After each round the player who won the exchange (including a draw) receives all of the Cards and places them into their discard pile.
* Once the deck is out of cards, and both players run out of cards then the game is over and the amount of cards in each Player’s discard pile.

*Unit Tests*

*Description:* *Running Unit Tests within our game.*

*How to:*

1. Run the program
2. You will be prompted with a menu asking what game you would like to select, along with a few additional options. Select option 6 by typing “6” into the game window, and pressing enter.
3. The test cases will now run.
4. Once finished, a short report will be displayed in the game window. The total number of tests, along with how many passed and failed, is displayed at the bottom of the report. Additional detail can be found above, which states which test case failed and why. Consult your nearest programmer for additional help.