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Bower
Proposal 1

Crazy Rummy - App Proposal

Crazy Rummy is a tabletop card game. It is played with two decks of cards for the minimum 3 players, and for every additional 3 players a new deck is added. There are a total of 12 rounds. For rounds 1-5, each player has a total of 10 cards in their hand to start with. For rounds 6-8, each player has a total of 13 cards in their hand to start with. For rounds 9-11, each player has a total of 16 cards to start with. And for round 12, each player has a total of 20 cards to start with.

For each round, players go in turn where they can either choose a card from the top of the deck, or the top card from the discard pile. If a player needs a card that has just been put down on the discard pile and it is not their current turn, the player can ask "May I?". If the player whose turn it is says yes, then the other player must take the card on top of the discard pile AND a card from the top of the deck (this is called a penalty card). If multiple players call "May I?" the player whose turn it is closest to the current player gets to take the card on top of the discard pile and the penalty card.

Every round has a specific set of cards a player can put down in front of them, allowing the player to rid their hands of cards. The cards that are put down in front of them do NOT count towards their points at the end of the round. There are two types of cards that can be put down in front of them. The first is a Set. A Set is a minimal set of 3 cards that are of the same number (the suit does not matter). The second is a Run. A Run is a minimal set of 4 cards that are in consecutive in order and are of the same suit; for example King, Queen, Jack, Ten of Hearts. Each round has a specific set of cards that the player can put down, as shown by the chart below. For example, round 1 the player must put down 2 sets if they are to win the round.

One thing to note however, is that Ace's are wild and their suits do not matter. So for example a Set can consist of '5 Ace 5' and a Run can consist of 'King Ace Jack Ten'. However, there can only be as many Ace's as there are cards in a Set or Run. So there can only be two Aces for every four cards and so on.

Once a player has cards set down in front of them, they must wait one turn before being able to add more cards to the ones in front of them or in front of other players. For example, say you have a Set of sixes and a Set of threes, but you don't have any of those cards in your hands anymore and you didn't draw one either. However, the player across from you has a Set of fours, and you have a four (or more) in your hand. You can put that four onto their set and now have less cards in your hand.

The goal for each round is to be the first player to get rid of all the cards in your hand. This can be done by putting your cards down in front of you once you have reached the appropriate Sets and Runs, putting cards down on other players Sets and Runs, or discarding your last card.

For rounds 5, 8, 11 and 12 however, a player can only win that round if they do not discard. This means that for that particular round, the only way a player can get rid of all their cards from their hand is by having them meet the needed Sets and Runs for that round and they do not put a card in the discard pile to clear their hand. These are also the rounds where players who lose gain a lot points since they too are unable to win without being able to put down all their cards and clearing their hands with no discard cards.

At the end of each round, players must add all the cards that are in their hands. Again, cards that are set down in front of the player do not count. Cards 1-9 are worth 5 points, 10-King is worth 10 points, and Ace's are worth 15 points. The player who has the least amount of points at the end of the game is the winner.

Crazy Rummy Chart:

| Phase	Cards	Sets (3)	Runs (4)	Discard	Names:									
1	10	2												
2	10	1	1											
3	10		2											
4	10	3												
5	10	2	1	No!										
6	13	4												
7	13		3											
8	13	3	1	No!										
9	16	2	2											
10	16	5												
11	16		4	No!										
12	20	Free	4 All	No!										
Total														

(Figure 1)

When players reach the end of their game, they can click the "FINISH" button at the bottom of the main screen.

The main user interaction screen, for the purposes of this assignment, will contain a total of the players. Underneath each player, there is "+5" button, a "+10" button, a "+Ace" button and a "RESET" button. The buttons that are underneath the player correspond to that player. At the bottom of the screen is a button titled "FINISH". If the user touches that button it will take them to the summary screen.
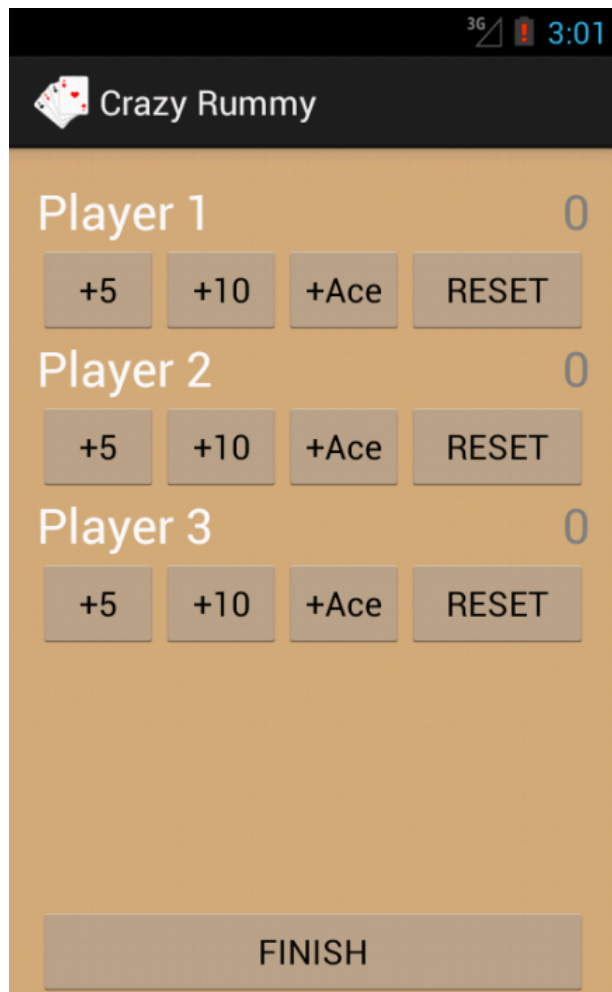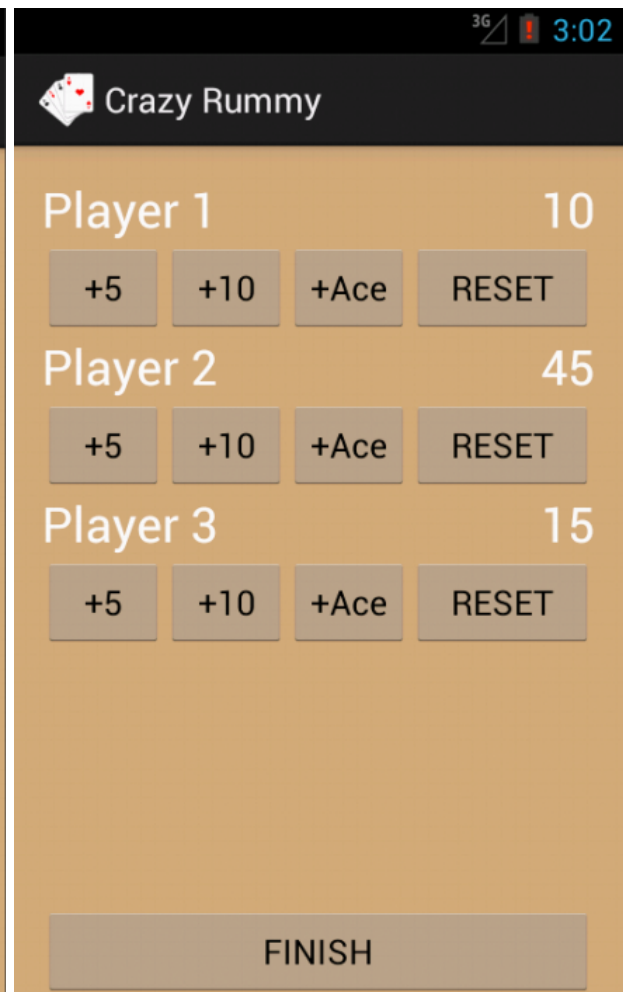
(Figure 2)   *(Figure 3)*

The summary screen will show the user each player and their score. Potentially, when the user reaches the summary screen, the players and their scores will be ranked from least amount of points to the greatest. This depends on time and/or being able to code it successfully. Additionally, the summary screen will give the user the option of playing a new game or being able to exit the app completely.
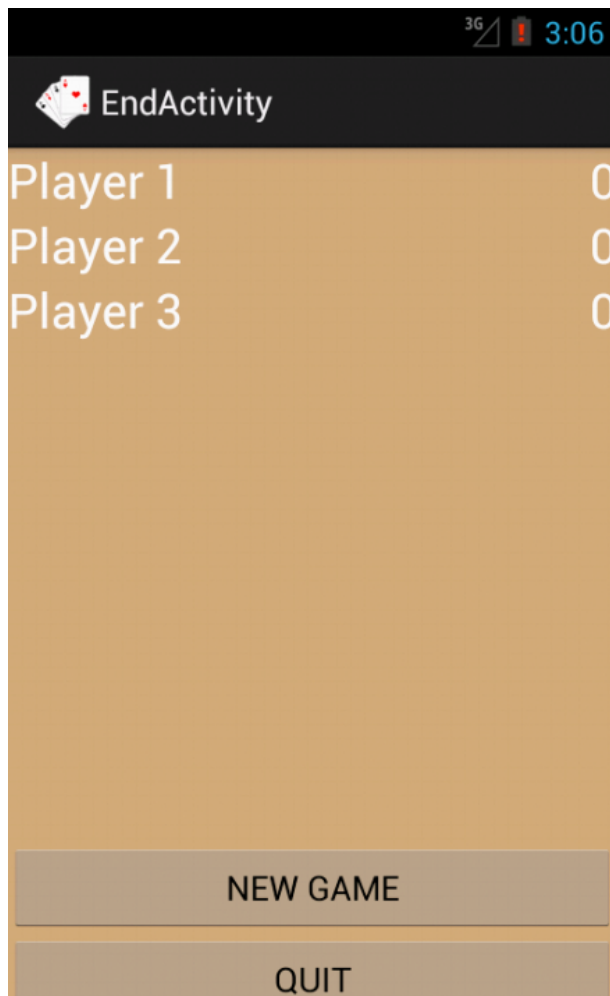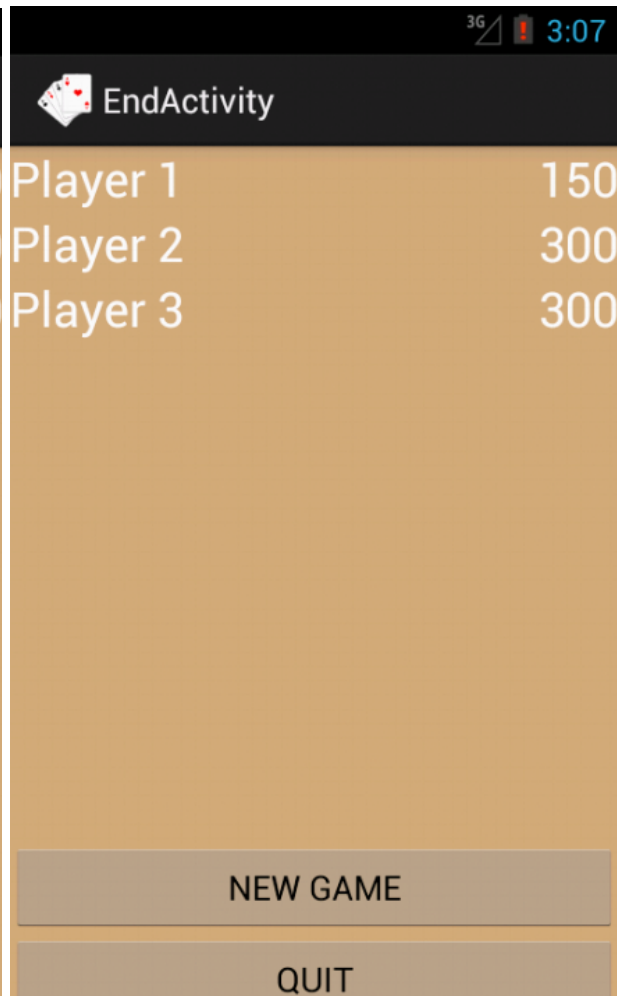
(Figure 5)   *(Figure 6)*

The information that will be saved by the app when moving from the main screen to the summary screen will be players and their related scores. This will allow for the summary screen to display the player and their related scores. If the app gets interrupted, a phone call for example, the app will save all current information; so if it is in the main screen it will save all the current scores and their related players, and if it is in the summary screen it will save the players and their related scores as well as the current ranking that is displayed.

App Activity Life Cycle:

Start/Recreate

Occurs at the beginning of the App being turned on,after Stop,or player clicks "New Game". Initializes player and their scores to default; this means all players scores are 0.

Pause

Occurs during interrupt such as phone call or screen lock. App saves all current information about players and their scores.

Resume/Restart

Occurs after an interrupt has been removed. App initializes and shows all saved information from Pause.

Stop

Occurs when user exits app but does not destroy it. Saves all current information about players and their scores, while app run in the background.

Destroy

Occurs when the user clicks "QUIT" or kills the app from the task manager. No information saved.