Samples

Certainly! Here are some **recent open-source card game projects** developed using **Kotlin and Jetpack Compose**:

1. **Card Game Animation**
   * **Description**: A sample card game app demonstrating complex animations using Jetpack Compose.
   * **Repository**: [MohamedRejeb/Card-Game-Animation](https://github.com/MohamedRejeb/Card-Game-Animation)
2. **Durak**
   * **Description**: An online card game implemented with Jetpack Compose and Material 3. Features include user authentication, Firestore integration, and more.
   * **Repository**: [zaurh/Durak](https://github.com/zaurh/Durak)
3. **Jetpack Compose Card Game Animation UI-Design**
   * **Description**: A tutorial video demonstrating card game animations in Jetpack Compose.
   * **Video**: [YouTube Tutorial](https://www.youtube.com/watch?v=Lz6xwXLXCA4)
4. **Simple Android Memory Game**
   * **Description**: A tutorial on building a memory card game with different themes using Jetpack Compose.
   * **Video**: [YouTube Tutorial](https://www.youtube.com/watch?v=B7--mnjOOI4)
5. **Final Fantasy Game**
   * **Video :** [**https://www.youtube.com/watch?v=VikeOza2X5E**](https://www.youtube.com/watch?v=VikeOza2X5E)
6. **How to build simple asteroid game (Not a card game but can provide ideas)**
   * **Description :** [**https://dev.to/kotlin/how-i-built-an-asteroids-game-using-jetpack-compose-for-desktop-309l**](https://dev.to/kotlin/how-i-built-an-asteroids-game-using-jetpack-compose-for-desktop-309l)

git add .

git commit -m "Refactor: moved Card, Hand, and Combination to data/model"

git push origin refactor-architecture

com.example.nido/

│── data/

│ ├── model/

│ │ ├── Card.kt

│ │ ├── Combination.kt

│ │ ├── Hand.kt

│ ├── repository/

│ │ ├── CardRepository.kt

│── game/

│ ├── rules/

│ │ ├── GameRules.kt

│ │ ├── ScoringSystem.kt

│ ├── ai/

│ │ ├── PlayerAI.kt

│ │ ├── Heuristics.kt

│── ui/

│ ├── views/

│ │ ├── CardView.kt

│ │ ├── HandView.kt

│ │ ├── MatView.kt

│ │ ├── PlayerRow.kt

│ │ ├── DiscardPileView.kt

│ ├── screens/

│ │ ├── GameScreen.kt

│ │ ├── SettingsScreen.kt

│── viewmodel/

│ ├── GameViewModel.kt

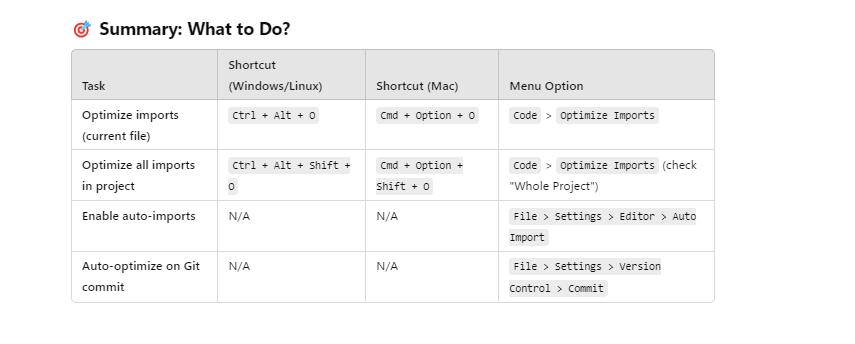
│── utils/

│ ├── SortingUtils.kt

│ ├── TestData.kt

│── MainActivity.kt

│── NidoApp.kt



CTRL + ALT + O : remove imports

CTRL+ALT+L : auto ident

0123ChatGPT4!

**🔹 Common Pictograms for Debugging**

Here are some commonly used pictograms for debugging:

**📌 General Debugging**

| **Emoji** | **Meaning** | **Unicode** |
| --- | --- | --- |
| 🔍 | Search/Inspect | U+1F50D |
| 🛠 | Fixing Issue | U+1F6E0 |
| ⚠️ | Warning | U+26A0 |
| ❌ | Error | U+274C |
| ✅ | Success | U+2705 |
| 🔄 | Reload/Updating | U+1F504 |
| ⏳ | Waiting | U+23F3 |

**🎮 Game State Debugging**

| **Emoji** | **Meaning** | **Unicode** |
| --- | --- | --- |
| 🎲 | Dice (Random/Turn) | U+1F3B2 |
| 🃏 | Card | U+1F0CF |
| 🎴 | Deck of Cards | U+1F3F4 |
| 🏆 | Winner | U+1F3C6 |
| 🗑 | Discard | U+1F5D1 |
| 🎮 | Game Controller | U+1F3AE |

**🔊 Audio Debugging**

| **Emoji** | **Meaning** | **Unicode** |
| --- | --- | --- |
| 🔊 | Sound On | U+1F50A |
| 🔇 | Sound Off | U+1F507 |

**👥 Players & Turn Management**

| **Emoji** | **Meaning** | **Unicode** |
| --- | --- | --- |
| 👤 | Single Player | U+1F464 |
| 👥 | Multiple Players | U+1F465 |
| ⏩ | Next Turn | U+23E9 |

**🔹 How to Use in println**

kotlin

CopierModifier

println("🔍 Inspecting GameState: $gameState")

println("🛠 Fixing player state: ${player.name}")

println("⚠️ Warning: Deck is almost empty! Cards left: ${deck.size}")

println("✅ Game successfully initialized!")

**🚀 Bonus: Format Logs for Readability**

kotlin

CopierModifier

println("🔥 [DEBUG] 🎮 GameState Update:")

println(" 📌 Screen: ${gameState.screen}")

println(" 🎮 Players: ${gameState.players}")

println(" 🎴 Deck: ${gameState.deck.size} cards")

println(" 🗑 Discard Pile: ${gameState.discardPile.size} cards")

println(" 🎲 Current Turn: Player ${gameState.currentPlayerIndex}")

**✅ Where Else Can You Use Them?**

* Logging with Log.d("TAG", "🔍 Debug Info: $data")
* Debugging println()
* UI (Text elements in Compose)
* Notifications & Toast messages

🚀 **Now you have a list of pictograms for deb**

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⚠

❌

💀

❌

Screen Shots

Une image contenant texte, capture d’écran, Police, Marque

Le contenu généré par l’IA peut être incorrect. Une image contenant texte, capture d’écran, Police, logo

Le contenu généré par l’IA peut être incorrect.

Une image contenant texte, capture d’écran, Police, logo

Le contenu généré par l’IA peut être incorrect.

Une image contenant texte, rose, capture d’écran, dessin humoristique

Le contenu généré par l’IA peut être incorrect.\*

Are you sure, you can empty your hand !

Cas

Une image contenant texte, capture d’écran, logiciel, dessin humoristique

Le contenu généré par l’IA peut être incorrect.

Une image contenant texte, capture d’écran, dessin humoristique, Site web

Le contenu généré par l’IA peut être incorrect.