Cards Against Humanity Android Game

Team 3

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Problem

Many people enjoy playing the game “Cards Against Humanity” but a physical deck is often hard to find or cumbersome to carry around. We intend to create a mobile phone application that allows users to play “Cards Against Humanity” in the spirit of the original game. Features of this Android mobile application enable the user to enjoy playing this game easily without the hassles of having physical cards.

Background Information

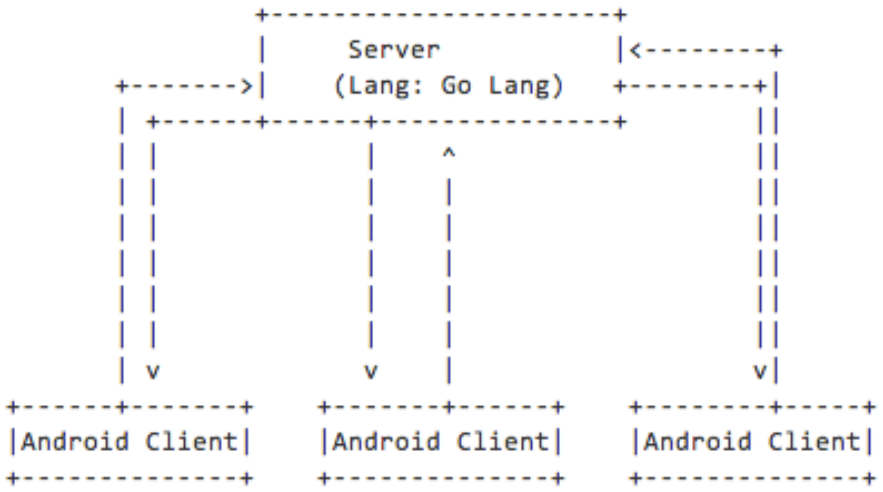
“Cards Against Humanity” is a card game available under a Creative Commons license. It is a multi-player game that involves a question card being chosen from a black deck, to which the players choose what they believe to be the most amusing response from their hand of seven white cards. Every turn, there is one player (known as the “Card Czar”) who draws a black card and reads a question to the remaining players of the game. After everyone has submitted their response from their white card collection, the Czar will judge these response cards and pick his or her favorite.

The player that submitted that selected white card gets to keep the Black Card as one “Awesome Point” to signify their victory in that round. After each round, a new player becomes the Card Czar. At the end of the game, the individual that has collected the most black cards or “Awesome Points” is the winner. We aim to capture this experience as closely as possible in our application.

Environment and Systems Model

We have decided to design a client-server model architecture using the fat server (rather than fat client) model due to the long test cycle on android clients. This means that more function will be being placed onto the server and little on the client end. We also plan on writing the server side language using GoLang because it has an easy non-blocking I/O and has been designed for these types of models.

For this project we are designing the application to run natively for the Android platform. Android phones are the mobile utility most available to our group as a whole, and it is important to us that every member is able to build on the actual phone and in addition will enable us to test the product as users thoroughly. We are designing our application to run on Android version 2.2 and up.



Functional Requirements

- Design a client server architecture to be able to build multiple clients (fat-server as it's a long test cycle on Android clients)
- Scalability so that the application can appear properly on any Android screen.
- Enable the application to handle action events: scroll over cards, select card, submit card.
- Have a variety of white and black cards necessary for game play.
- Display the current black question card, current players, and current "Czar", and the player's own deck of white cards.
- User should be able to create a new game/table.
- User should be able to join an existing table.
- User should be able to exit a game without causing a disruption.
- Current "Czar" must be able to view card submissions and select a winning white card.

- Must keep track of how many cards are in each deck, and how many black cards each player has won.
- Ability to handle exceptions and edge cases to avoid crashing.

Nonfunctional Requirements

- An appealing GUI for the user
- Smooth and efficient performance
- Use of Gestault's Principles and other human factors engineering techniques to layout/design the interface.
- Ability to play with the computer.
- Ability to quickly and smoothly scroll through cards in current hand so that the user can quickly see what they have.
- Ability to play next to friends so that the game is true to its original form.
- Be able to choose as an option at the beginning of the game how many black cards must be collected to be considered the victor.
- Ability to custom-make cards.

*Note: Functional and Nonfunctional Requirements drawn from User Stories