Project Proposal

Project Title: Strings Against UNCC

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Over the past few years the card game Cards Against Humanity has become insanely popular. In this game players are dealt response cards that they play on top of prompt cards. When combined with the prompt card the pairing usually creates a funny saying or situation. The combinations of response and prompt cards are the voted on by the round leader and the person whose pair is chosen receives a point.

Our project idea is to use Python to create an application that uses stored UNCC themed prompts and responses to create a mini game in which the player scores points based on the which card they play on specific prompts that are randomly pulled from a list. We would use the list data structure to create the players hand of response cards that when played scores points based on the relation to the prompt card. The card would be popped from the list, and the next card in the response deck list would be popped and added to the hand. We would allow the game to progress for 10 turns and the score after the 10 rounds would be recorded.

This project would display various data structures and allow us to display the clear syntax within Python in a fun and entertaining manner. We could use dicts or lists to control our card objects and there would be plenty of opportunity to display the control flow aspects of the language as well.