4 Player Cards Against Humanity

Goal: Our group will be creating cards against humanity where each player will get a select number of cards that are white and there will be a great many of scenario cards that will be shuffled. The start of each round will start with shuffling and handing cards to each player and then randomly picking a scenario card. Each players goal is to choose the funniest combination of white and black cards that make the group laugh the most. After each person chooses then players are given the option to vote for their favorite card and the player who gets the most votes will get a point and a new card is given to each player to replace the one that was used. The scenario card is then replaced by another scenario card and they continue to play until they reach a certain number of points or vote for a game over. Also, if a vote has the same number of votes ex. 2 votes to 2 votes then the vote is null, and they just continue with nobody getting a point.

The cards will be read in from two separate files. One for the white cards and one for the scenarios. They will be placed into two separate decks. The game will operate similarly to pitch with dealing but will implement more buttons. A new game concept with voting and multiple players. The game should remain for the most part very random with shuffling so you shouldn’t have the same experience twice and you can play it until you get bored or someone leaves. All of the players cards will disappear from view after they select theirs and voting buttons will appear and once everyone chooses, they can vote and after every person votes they continue to the next round. The game will not start unless it gets 4 players connected to the server. Once the game ends then it will allow the players to play again or quit.