Go Fish card game with up to 4 computer players.

Background and Motivation: Go fish is a traditional card game that has been played for many years in many households around the world. Similar to the game Authors (The United States Playing Card Company, 2019). Although Go Fish was officially “invented” in the United States in 1984, variations of the game had been observed in Asia over a hundred years before that. Possibly even other places in the world too. There are many different variations of the game Go Fish. All with their own rules and gameplay styles. (howtoplaygofish.com ©, 2019).

Cards are dealt at the dealers discretion. The cards that are left after each player is dealt theirs is put in a pile face down in the centre of the table. This deck is then drawn from during the game and is often referred to as the pool or ocean. Players take turns moving clockwise, with the objective being to get four cards matching the same rank (amount), when all four cards are obtained these are referred to as books. Each player attempts to make a book by asking other players for the cards they need, or obtain the cards they need by drawing from the pool or ocean. Each player MUST have at least one card of the same rank they are asking the other player for. If a player asks another for a rank and the player being asked does not have any cards of the rank, they reply "Go Fish" at which point the person asking must draw a card from the pool or ocean and their turn ends. If the player being asked does however have a card or cards of the same rank, they must hand over ALL of the cards of that rank they are holding. (How Do You Play It, 2016).

Problem Statement: The aim of this version of Go Fish is to have a player complete more books than any other player at the table. This game is fairly low complexity, but more ideas will be added in order to increase its complexity and attractiveness.

Approach: This project aims to create a traditional card game in Java with the following milestones: The first is to code an array of 52 playing cards. Up to four players can play this game at a time, this is inclusive of computer (AI) players. This allows for the player or computer to to keep a record of states being introduced. A scoreboard will be implemented to keep track of players books as they close. A fun GUI will be implemented to improve the attractiveness of this game. This work will be available for presentation in the form of GitHub code and Project Document, which has been revised and is an extension of the initial proposal. As part of the extensions will be the SDLC that we have followed as well as a Visual Guide that showcases the games capabilities.

Timeline:

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| **Start Date** | **Area of Focus** | **Completed** |
| 20 Sep 2019 | Concept and Idea Completion | 25 Sep 2019 |
| 24 Sep 2019 | Initial Card Build (Deck and Shuffle) | 30 Sep 2019 |
| 25 Sep 2019 | Initial Start of Documentation Colation | 27 Sep 2019 |
| 29 Sep 2019 | Game Code Creation | 07 Oct 2019 |
| 06 Oct 2019 | Finalisation of Documentation (SDLC) | 11 Oct 2019 |
| 07 Oct 2019 | GUI Development | 11 Oct 2019 |
| 09 Oct 2019 | Visual Guide Creation | 11 Oct 2019 |
| 10 Oct 2019 | GitHub Upload | 11 Oct 2019 |

Works Cited:

The United States Playing Card Company. (2019, 02 September). *How to play: Go Fish.* Retrieved from <https://bicyclecards.com/how-to-play/go-fish/>

howtoplaygofish.com ©. (2019, 10 October). *Gofish Card Game Rules & History*. Retrieved from   
 <https://www.howtoplaygofish.com/rules.php>

How Do You Play It. (2016, 12 May). *Go Fish Rules: How Do You Play Go Fish?* Retrieved from   
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