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Final Project Proposal

For our final project, we propose making a card game suite for a user to play. The card game will consist of 3 games: blackjack, gin rummy, and Texas hold'em. Each of the group members will tackle a different game, while we all collaborate to create the main menu interface. Paul and Couby will be writing the code for blackjack and gin rummy respectively, while James, who has some coding experience, is going to code the Texas hold'em game. In addition, James will introduce the group to using a graphical user interface and set up a basic framework of how it will be used within the code. We decided to create a visual game instead of a text-based game, because visuals are far more appealing than simply reading text, especially when playing cards.

The visuals will be simple, utilizing the python library pygame to deliver the GUI to the user for gameplay. There will be a green game table where a deck of cards will be displayed in the center, along with the users' hand at the bottom of the screen. To display the cards on the screen, a sprite pack of 32x 32 png card images will be used, and the use will have the option to choose from multiple card back designs to play with. To play a game, the user will be able to either click on the cards or use the arrow keys to select/deselect them. For the main menu interface, a basic screen with 5 options will be displayed: these options are, to play blackjack, gin rummy, poker, settings, or quit the game. Under the settings menu there will be options to toggle the background music, change the card back design, or toggle the zoom of the cards.