

We built a version of Set so that a user may play competitively against our Java applet.

In the card game Set, there are 12 cards initially displayed. Each card has four features: shape of the objects, number of objects, color of the objects, and background of the objects. Each one of these features has three unique states. The player's goal is to identify three cards where all of the cards' states for every feature are either the same or different. For example, the below three cards form a set.



Our applet will count down the time a user has to find a set, visualized by a bar on the bottom of the screen. If they correctly input three cards that form a set (by typing three identifying letters followed by the return key), the user will get three points. If the user does not correctly identify a set in the allotted time, the computer will remove one of the set(s) on display (effectively giving itself three points). The time will reset and the user then has to identify a set from the remaining cards or determine if there is not a set on display. If the user correctly determines that there is no set, the applet will add cards until there are 12 on display and the user will receive one point. If there are no sets even with 12 cards on display and the user indicates this, the applet will add one card at a time and allot one point. If the user does not indicate there is no set, the computer receives one point. If the user falsely indicates there is no set, the computer will take the set. If they input a false set, the user will lose three points.

