Let’s start with the short description below.

Create a simple multiplayer card game called “Believe Or Not”.

Rules of the game

The number of players is arbitrary. The players sit in a circle.

The deck. The deck of 32, 36, or 54 cards can be used. Also, some jokers can be used as well. The game starter decides what deck to use and how many jokers to include. If 4 or more jokers are used, then the gamer starter decides if 4 jokers on one hand can be disposed of (see below for the general case of that).

The card deck is shuffled, and all cards are distributed to the players one by one in a circle starting from the next to the left from the dealer. Some players thus may have more cards than others. The next after dealer makes the first move.

On the first move the player chooses from 1 to 3 cards (the order is important) and places them on the table face down and announces the type of the cards, e.g. 3 Q. Not all cards could be of the same type as the player may place any cards, even, for example, zero Q but still say that there are 3Q. The move goes to the next player (left from the current player).

On each subsequent move the player can make one of two things:

Consider the move before the player as “believe”, in which case the player must make the move like the first one, except now the type of cards is already fixed. For example, the second player may place two cards after 3 Q is announced that that would mean 2 more Q.

Or consider the move before as “do not believe”. In this case the player must choose one card to check. If the type matches with what was announced, then the current player gets all the cards and if not, then the previous player gets all the cards.

The move ends when somebody gets all cards from the table. The player next to who got all the cards in the current move makes the next first move.

The game ends when somebody runs out of cards.

If somebody accumulates 4 cards of the same type, then these 4 cards are thrown away and this is announced to all the players. 4 jokers can be disposed of only if there are 4 or more jokers in the game and it is agreed that jokers can be disposed of. All cards except jokers are disposed of “automatically” but jokers are disposed of at will of the player.

The game consists of many rounds and basically ends at will. There is no predetermined number of rounds. Basically, the game starter ends the game. This should be possible even in the middle of the round in case someone disconnects completely.

Once the round ends the number of the cards and jokers left at hand of each player is recorded. The players are reshuffled around the table before next round because the order of players is very important. Whoever wins the round becomes the next dealer.

At the end of the round each card at hand is assigned a value of (-1), the joker a value of (-3) but this can be changed when the game starts, and the winner of the round gets (+5) points (this also can be changed before the game starts).

Once the game ends, the system should calculate all the points and provide ranking. It is probably a good idea to capture as much statistics about the game as possible. Perhaps it will find its usage. Who knows.

Players. A player should have a name (does not have to be unique) and a player id assigned by the system. I am not sure how to enable player security. Perhaps binding to Google id will be just fine as it will also simplify bringing the players together.

As a game consists of choosing some players and tweaking the rules (deck size, number of jokers, etc.), the system should allow maintaining a “game template” (or whatever the appropriate terms should be) – that is a named collection of players plus rule tweaks. Anyone should be able to create a template, add friends from Google account, assign short names for the players in that template, and tweak the rule of the template. When somebody wants to start a game, then the person chooses a template and starts it. The game should send invitations (which should include who is going to play and what rules are used) to all the users in the template except the one who started it. If the invitation is not accepted within some predefined amount of time (say 5 minutes, but configurable for a template), then the invitation could be resent or the person who did not accept the invitation could be just ignored by game starter. The game starter becomes the first dealer.

The game should allow browsing what was played by a given user. If the user reinstalls the game, then it should download the user data from the server.