**Project Proposal**

Project Title: Card Game - 10 & 11

Team Project: No

Project Description:

An Android verison of the iOS game created earlier, this is a game for one person using a standard 52 card deck. Cards are placed face up, one by one in 3 rows and 3 columns If, in the course of placing cards, 2 cards sum to 10, then the next 2 cards on the deck are placed on the cards that summed to 10. Or, if a Jack, Queen, and King appear, the player can place the next 3 cards on them. The player continues to place cards face up until a total 3 rows and 3 columns of cards are placed. The object of the game is to place all 52 card in the deck, if any cards are left then that is a loss. A similar game can be played with cards totaling 11.

API Features

- Support for phone and tablet sizes via fragments

- Multiple gestures

- Animations

Screen 1:

Welcome screen, and give player a choice to play 10 or 11

Screen 2:

The main screen, where the game is played, showing the 3 rows and 3 columns of cards. A deck of cards is shown, face down and the player is to click the deck to draw a card. If card(s) sum to 10 then the player can then click the button to draw the next card, and then drag the next card from the deck and place it on the cards (or card) that sum to 10.

Screen 3:

Winning or losing animation based on result of play

Screen 4:

Would like to discuss