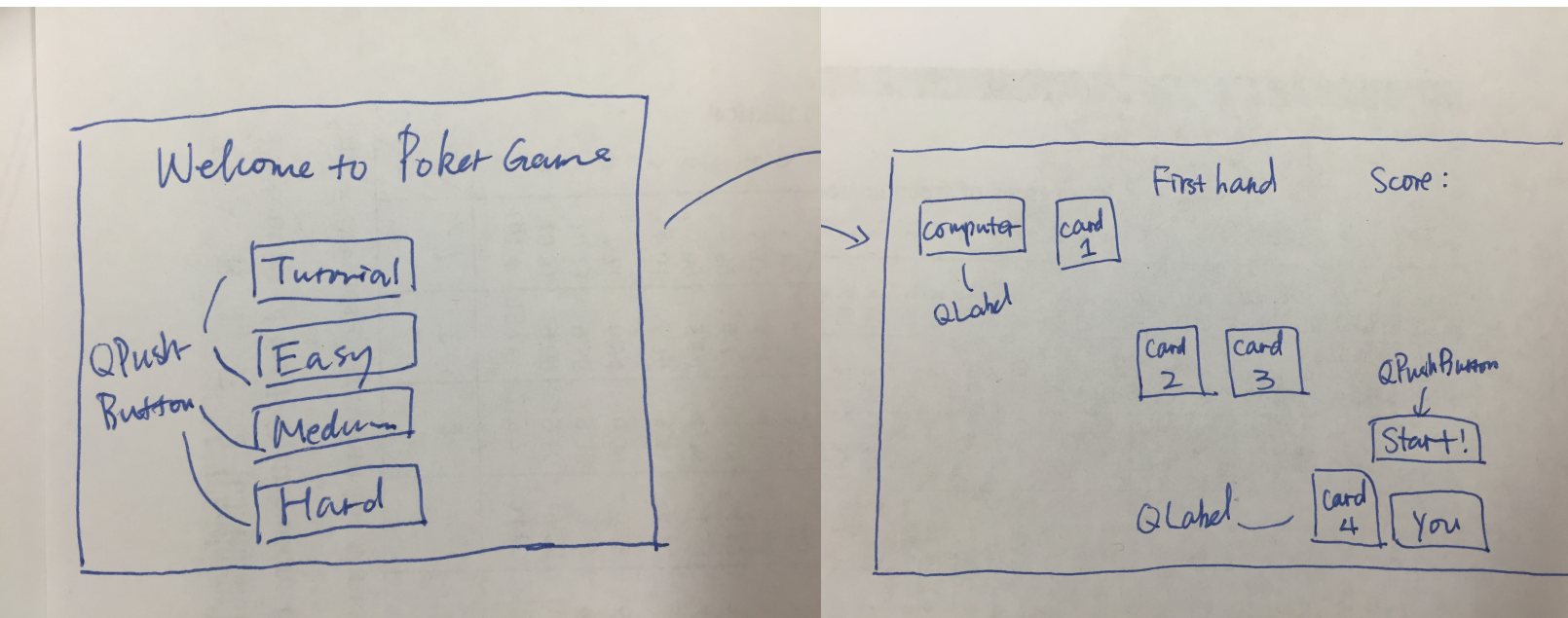


PIC 10C HW4



I will create a poker game, which is created by one of my friends.

The rule is simple: make the ones digit of sum of 2 cards as large as possible.

The procedure goes like this:

1. 2 cards are given to each player. You can see only one of your card, but your opponent can see the other card that you can't see. (similarly your opponent only see one card, and you can see one of his/her card). Let's call the card that you cannot see blind card.
2. You can ask one question about the range of your blind card. (For example, Is the number bigger than 5? Is the number smaller than 6?), and your opponent will answer your question honestly (or not), depending on the difficulty level.
3. If you feel confidence, keep the blind card. If not, you have one chance to exchange the blind card from the deck.
4. Now add the number one the 2 cards together. Compare the ones digit. The larger one is the winner. The winner will get receive score based on the difference between the larger ones digit and the smaller one.

The picture on the left is the design of the welcome screen. The game has three difficulty levels, and players can go through the tutorial mode if they would like to. I will design a tutorial that introduces these rules to first time player.

The picture on the right is the game interface. The bottom player represent you, the upper player represents the computer. The center part shows the cards. There is one push button to start the game, but at this point, no reaction will be made if you click on it. There is one LCD number that keeps track of the score.