**Specification**

Version – V2.0

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Status – WIP

**Background**

The project is to exercise the HTML5 related technologies we’re going to learn in the coming months, it’s not targeting on business product. All of the contributors can only work on this project at spare time after work, so it’s not surprised if the progress is slow or paused temporarily.

**Game Introduction -**

This project is a poker game – we name it as “Freeway”; this game will divide the players into two teams – King Team and Anti-King Team. The player who get the red joker is called king, who have the authority to select team members, for example, the king would select the players who get spades two as his team members, called “大臣”, then the other players will be automatically grouped into anti-king team.. The rules will be defined for selecting team members for king team.

Actually the rules of the game is very similar with “斗地主”, and “斗地主” is relative easier, we can take “斗地主” as the prototype.

Parts of the Game

1 Players - first version requires 3 players, later, player can customize the player number and the rule can adjust accordingly.

1. Basic information (user id, name, etc)

2 Group players

1. Workflow to group players (2 vs 1)

3 Counter System

1. Timer

4 Shuffle System –

1. Shuffle cards

5 Deal System – should deliver card very fast but player can see the deal process, need animation.

6 Account System – should be easy to join, don’t need register

7 Referee System

Reference Web Poker Game – Poker City, will record a video.

Reference UI

