# CMSC 137 PROJECT DOCUMENTATION
# GAME: 123 PASS
# 1st Sem A.Y. 2019-2020

**Project by CMSC 137 AB-1L STUDENTS**

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**Game Description**

The game has a server where in players/clients should connect to join a game. The server would ask for how many players to expect and will make all players wait for other players to establish a connection.

A player has a menu to read game instructions, play a game, and to quit the program. Connection to the server is only established when the player chooses to play a game.

Once all expected players have established a connection to the server, the server distributes cards, four cards to each player, and would wait for all players to submit a card to pass. When all players have selected a card to pass, each player would have his cards on hand updated by the server and then the next round of passing cards is expected.

At every round of passing a card, a player may also opt to type 'quit' to quit the game. If a player has completed a set of cards of the same rank, the player may enter "F" to indicate he already finished, and the other players would have to enter "T" to 'do a tap'. The last player to enter "T" or 'do a tap' would be the loser.

**Programming Language:** Python