Ryan Bickham
Nicholas Borushko
Ryan Gillett
Andrew Haeger

# Online Card Game System Description

As a group, we started discussing what we liked to do in our free time outside of school and work. After a long discussion, we all found that we enjoyed playing cards games. The card games were not all the same among our group members, but we all shared an interest in a card game with at least one other group member. When we discovered this common interest among our group members, we decided to think of a project that incorporated this interest. That is when we came up with the idea of creating an Online Card Game System.

There are online card games out there, but there are not many sites that offer a wide range of online card games in the same place. This card game server will initially require the users to create a username and password so they can log in. This information will be used to keep track of their statistics from the different games that they play, as well as their chip count (fake money) for those games that require betting. Once the user is logged into the game server, they will be able to pick from a selection of different card games. If the user is playing a particular card game and wants to switch, there will be a way for that user to seamlessly switch between the games that they are playing. Because these games are online, if a player leaves during the middle of a game that requires a certain number of players, the game will be paused until another player joins.

To take this game server a step further than the rest of the card games out there, it will include some features that will add to the card game experience. Firstly, the server will implement an instant message chat client. This will allow the users to type messages back and forth to each other. This feature might be disabled during some games because talking with others while playing might break the authenticity of that game.

The user interface will be simple and easy to understand and use. This will allow for a wide range of people to use the game with ease. Each game will have different screen, but the screens will keep a standard look to them. That way, when users change between games, the overall layout of the screen and where information and controls are placed will be similar. Initially, the game server will be built for use on a computer, but the option will stay open to expand the target device to a wider range including tablets and mobile devices.

Structuring this game server will be another task in itself. Initially, only a couple card games will be implemented, but it needs to be built to have the ability to easily add new cards games to the list. A base structure that could be used for most card games should be set up. This will include basic information shared between all card games, including basic rules and requirements. Then as different games are developed and added, they only need to extend that base structure to fully implement that new game. This will allow for easy modification of the games that are already there, and an efficient way to add new games to the server as they are demanded.