

2022 NTNU CSIE

Computer Programming II Final Project

Topic: **Bang!**

1. Introduction:

Bang! is a Spaghetti Western-themed social deduction card game designed by Emiliano Sciarra and released by Italian publisher DV Giochi in 2002. In 2004, Bang! won the Origins Award for Best Traditional Card Game of 2003 and Best Graphic Design of a Card Game or Expansion.

You can see the following sites to learn more about this game.

- <https://www.swanpanasia.com/products/bang>
- <https://andyventure.com/boardgame-bang/>

[新天鵝堡桌遊 | BANG! | 砰!](#)

2. Task

This time, I want you to develop **Bang!** as a **standalone version** computer game which **supports one user**. That is, you should also develop **computer players**. I know this is not an easy project, so this semester, you can form a team to complete this job.

3. Demonstration

We will have a demonstration at the end of this semester. Each team should prepare the following items:

1. A brief description of your design.
2. Job assignment of each member.
3. Demo.
4. Anything special.

Each team will have **15 minutes** to demonstrate its work, including slide presentation and run its program.

4. Scoring

- Game: 70%
 - Basic Rule (4 players): 30%
 - Weapon and Horse: 10%
 - Characters: 20%
 - Multiple players: 10%
- Presentation: 30%
- Other interesting features: 15%

Note that you may get zero points if you do not participate in this project, even if your partners do a great job.

5. Important Date

- Submission: 6/19 PM 11:59
- Presentation: 6/20