

Junior Honours Project 2019-2020 - Term-2-Requirements

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New Requirements

Congratulations! Your initial demos of a trick-taking card game have impressed. However, the management'' wonders if plain trick-taking card games are cool enough'' for the gamers of today.

Therefore, each group should produce a new rule/feature, which is:

- 1) Integrated into your engine.
- 2) Is used in at least 2 different games.
- 3) Would be difficult to do in a physical trick-taking card game.

Within these restrictions you can do anything you want.

Your new feature should be play tested.

It is NOT expected that these features work between groups, as each group should implement a different feature (It is of course fine if two groups, by coincidence, implement very similar features, in such cases groups should still implement their features independently).

Continuing Requirements

- You should provide an interface. This interface should work with as many games as possible. If it has limitations they should be clearly stated, rather than have the interface crash or be unusable with a game it cannot cope with.
- You should provide an AI. This should at least play valid moves with all games, and be better where possible. In your supergroup you should provide a way of automatically playing a series of games between some groups, and recording stats how many times each group won.
- Your super-group should continue implementing shared functionality. This should at least include the game "Bridge".