

Bang! (online)

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Revisions

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Notes:

DATE - NAME: note

13.06.2021 - Samuel Jančo: Document created

24.06.2021 - Samuel Jančo: User Interface changed from graphical to text-based

Product Goal

The product is an online multiplayer game based on BANG!, a wild west themed deduction card game. During lock down it's quite difficult to meet in person with another six people to play the card version therefore, as almost everything nowadays, we can play it online with nearly indistinguishable experience of the game.

[https://en.wikipedia.org/wiki/Bang!_\(card_game\)](https://en.wikipedia.org/wiki/Bang!_(card_game))

Functional description

The application simulates card game BANG. One player starts the server and the rest is able to connect into the game. While connecting players are in waiting mode where they can see the list of players connected so far and are waiting for the host to start the game. At the beginning, players get randomly chosen role, two character cards (special abilities) from which they chose one and few cards, whose count is based on number of lives of their character. Role of the sheriff is revealed and player with this role starts the game. Then the game continues the usual way. Players take turns, interact with each other, deducing who is who and are trying to complete their missions in game. Player's move consists of receiving two new cards at the beginning, then he/she could use the effects of one or more of his cards (choose player he/she wants to shoot etc.) and finally confirm that he wants to end his move a game moves to another player. The application validates every action (reach of the player when shooting, count of cards less than or equal to count of lives etc) and if action is not valid player will be informed and must execute another action that meets requirements of the rules or no action at all. Once a player is killed his card return to the

¹ Remove all that does not apply to your context.

deck and he enters the spectate mode where he/she can watch the rest of the game. At the moment when game should end, application finishes the game, announces the winner/s and reveals the roles of all remaining players.

User interface

The application has text-based user interface with small graphical details created with background and foreground color of text. Players will insert commands(actions) via text input by inserting code of the presented action (typically one letter to save user's time). While connecting there's just list of nicknames connected so far. Once game has started and everybody got his role, character, and cards, in upper part of the screen, player can see small description of all other player including his/her name, character, lives, revealed cards and special marker in case it's his/her turn. Under descriptions of others, player can see his own description extended by his/her role and cards. Player's lives are represented by yellow dots(bullets). Each type of item has assigned its unique (foreground) color for easier and quicker orientation. During player's turn there's also an input for actions at the bottom.

Functional requirements

- The application allows host create game server.
- The application allows guests to join the game server.
- The application allows user to chose a nickname.
- Player on move will always receive two new cards.
- Player on move can use any of his card/s and the application will execute the effect of chosen card/s.
- Player affected by effect of another player's card is able to respond to the effect(dodging etc.).
- Player on move can end his move whenever he wants(if validation passed).
- The application considers player's character card when validating the actions/reactions.
- The application validates every player's action/reaction so it follows game rules (if possible it is not even providing forbidden actions/reactions).
- The application switches killed players into spectate mode.
- The application announces winners at the end of the game.
- The application reveals (living) players roles at the and of the game.

Deadline

End of August.