



# The Happy Cow Game

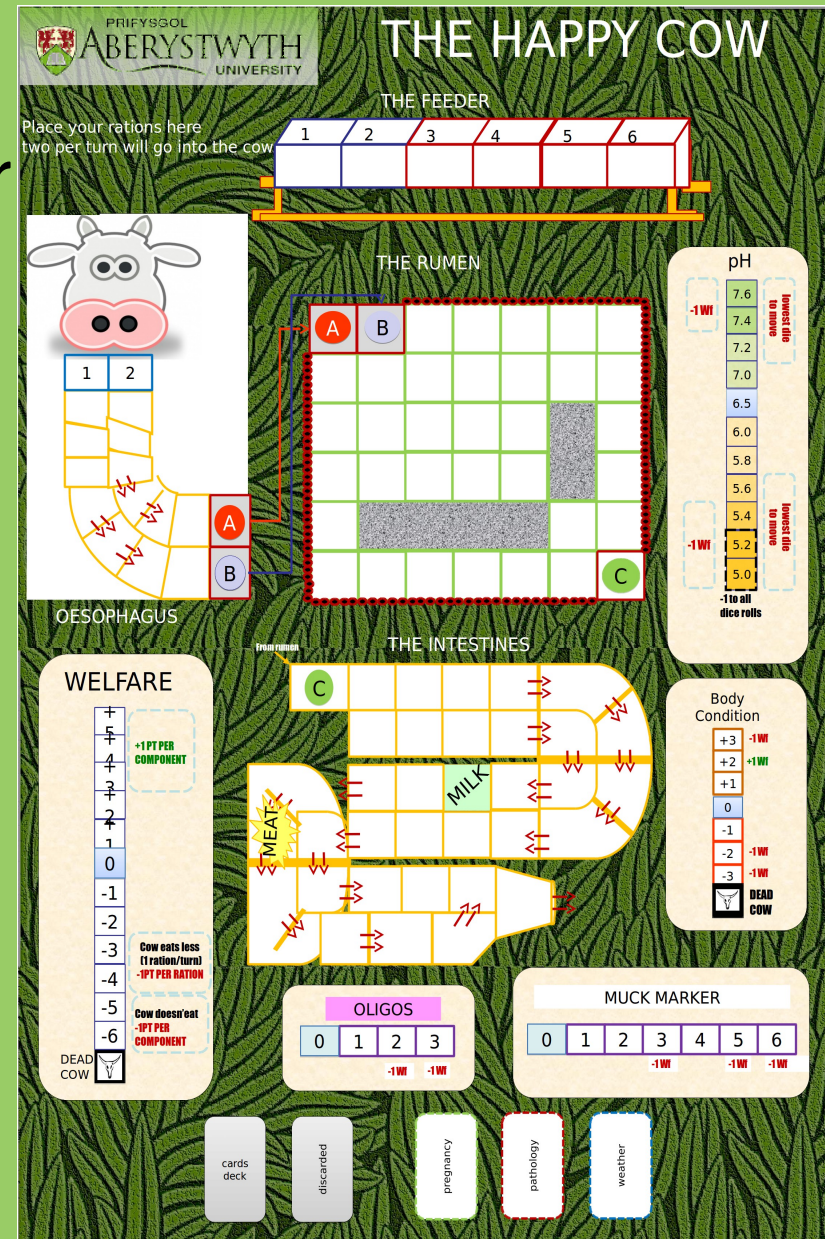
Developing a Web Application  
from an existing Board Game

# What is the Happy Cow Game?

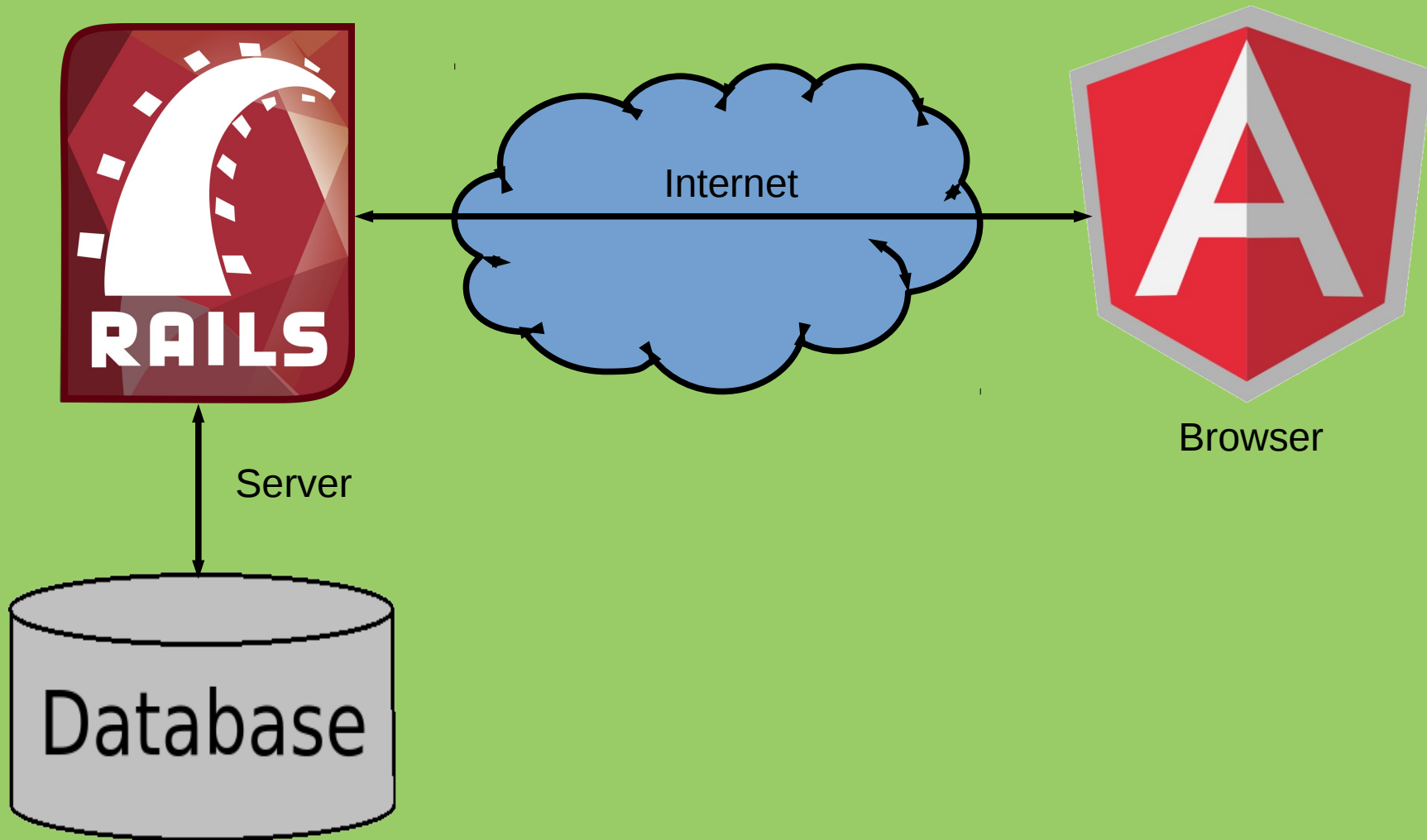
- By Gabriel De La Fuente Oliver
- An educational board game



Created by Simeon Smith  
CS39440



# What technologies are involved?

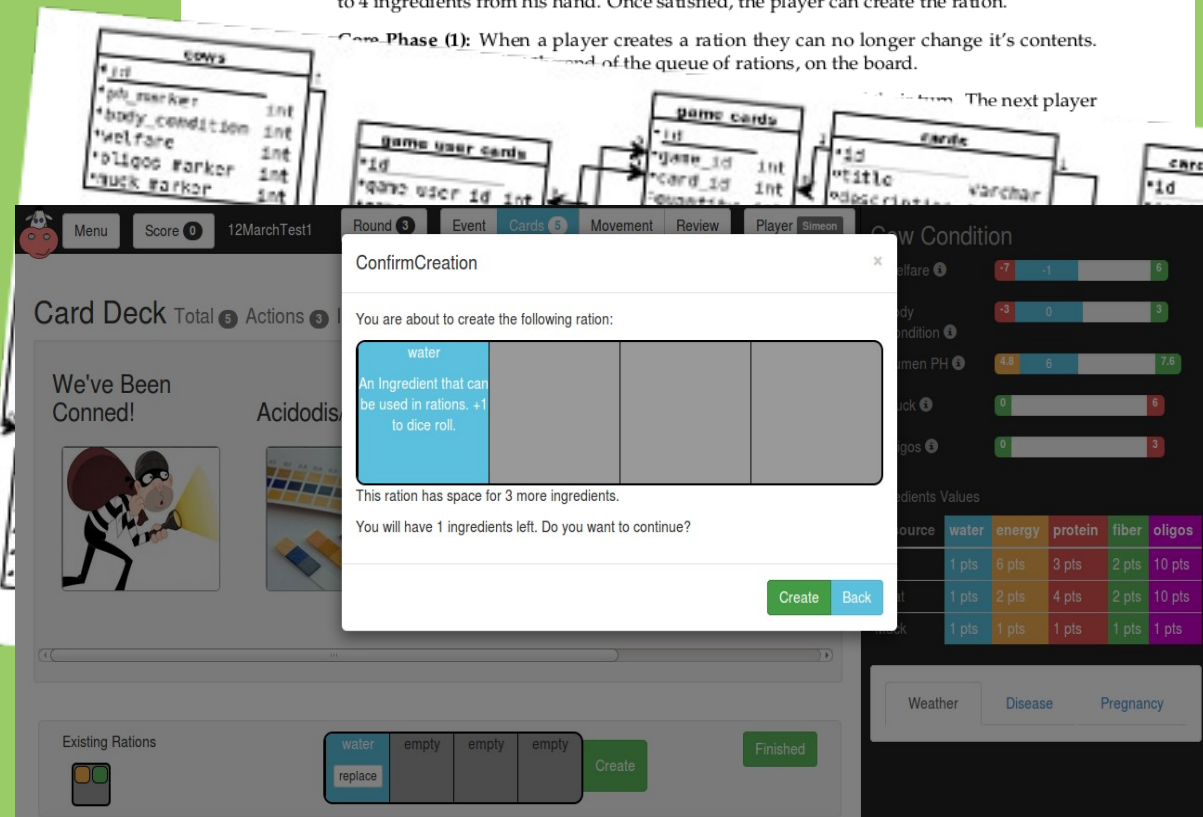


# What have I done so far?

- Requirements
- Design
- Basic functionality

## 4.3.4 Cards Phase

- **Core Phase (1):** The first active player is the one marked by the turn marker.
- **Core Phase (1):** The active player receives 2 new cards, selected at random from the deck of ingredients and actions. This information is presented to the player.
- **Core Phase (1):** During this phase, ingredient cards will have two possible actions: 'add to a ration' or 'discard'. Action cards will have two possible actions: 'perform action' (if appropriate during this phase) or 'discard'.
- **Core Phase (1):** The active player must be able to view his hand of cards. This will display characteristics of the cards, and their possible actions.
- **Core Phase (1):** The active player can build 1 ration per turn. This is done by selecting 1 to 4 ingredients from his hand. Once satisfied, the player can create the ration.
- **Core Phase (1):** When a player creates a ration they can no longer change it's contents.



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