

# Jyväskylä University of Applied Sciences

## Multisedma Mobile Project Assignment

# 1. Contents

<b>Mobile Project Assignment</b>	<b>0</b>
Contents	1
Introduction	2
Objectives	2
The rules	2
Terminology	2
Use Cases	3
Usage workflow	3
Use Case Host Game Interaction	3
Use Case Join Game Interaction	4
Rules Activity diagram	4
Mockups	5
Workload and time planning	6
Sources	6

## 2. Introduction

As we arrived to Jyvaskyla we had not brought our cards with us. And so we were looking for a multiplayer game that we could play in real time, on our smartphones and together with our friends. But we could not find anything like that. So we decided to create our own application that would fit our needs.

## 3. Objectives

After completing this assignment, the application should be able to do the following:

- It is going to be a card game which is going to follow the rules of the Sedma game
- 2 or 4 players can connect and play together via LAN

### 3.1. The rules

Game starts by connecting all of the players. The cards are dealt, every player has to have 4 cards at his hand at the beginning. Cards being used are German-suited deck of 32 cards. The suits are irrelevant for this game, and the ranks are not ordered in a hierarchy. Aces and tens have card-point values of 1 points each, while all other cards have no card-point value.

The Host player places the first (leading) card. Next player can place whatever card he wants. The sevens function as jokers, i.e. they replace they assume the rank of the first card in the placed cards. However, if a seven is a leading card, it just represents a seven. The last player to play a card of the same rank as the card led wins the round, is the first to replenish his/her cards from the stock, and leads the next round.

[1]

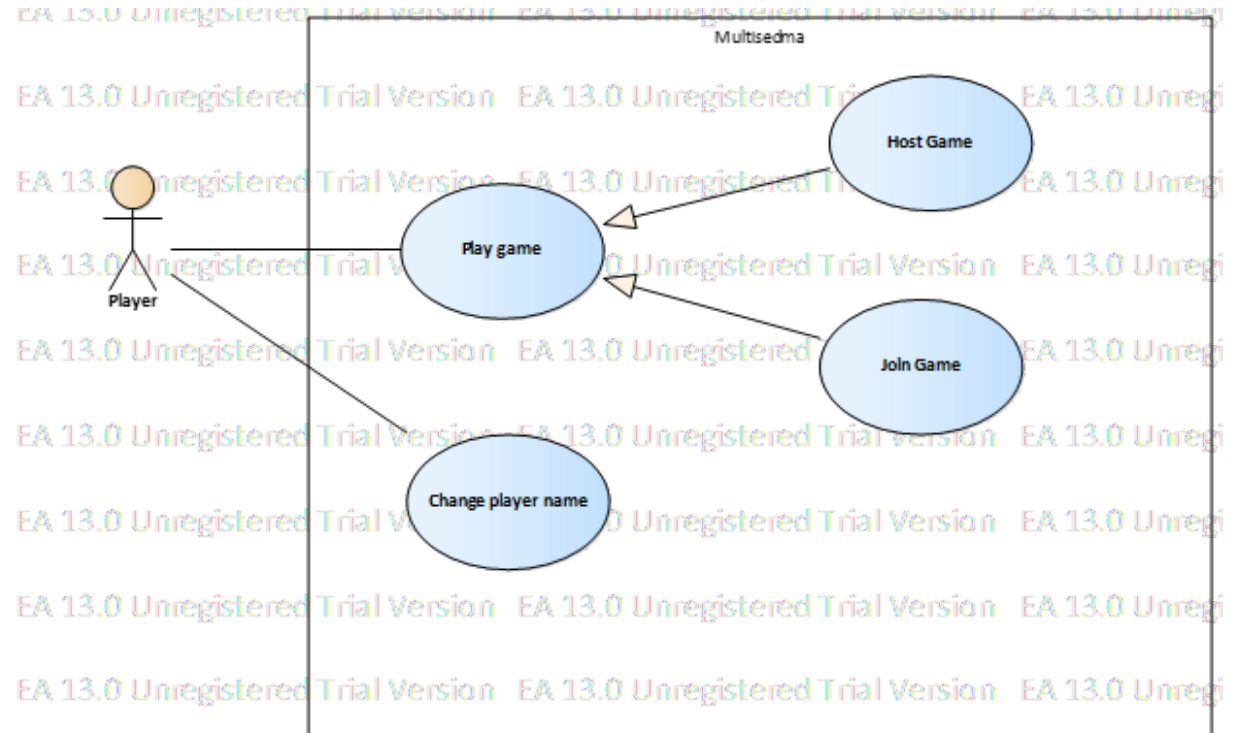
### 3.2. Terminology<sup>1</sup>

- old token player - is the player who starts the play round, or the one who won the last play round
- new token player - is the player that kills
- bottom card - is the first card laid (at the beginning of the current play round)
- round - is part of the game, since the old token player laid his card until every other player laid his card
- play round - consists of one or few rounds, ends when there are no players with leftover cards on their hands, or if at the end of a round the old token player cannot kill
- kill - to lay such a card that has the same value as the bottom card, or to lay the VII(seven), this act makes the player who kills the new token player
- value card - are the cards with values X(ten) or aces, this card is worth of 1 point (8 in total in one game)

---

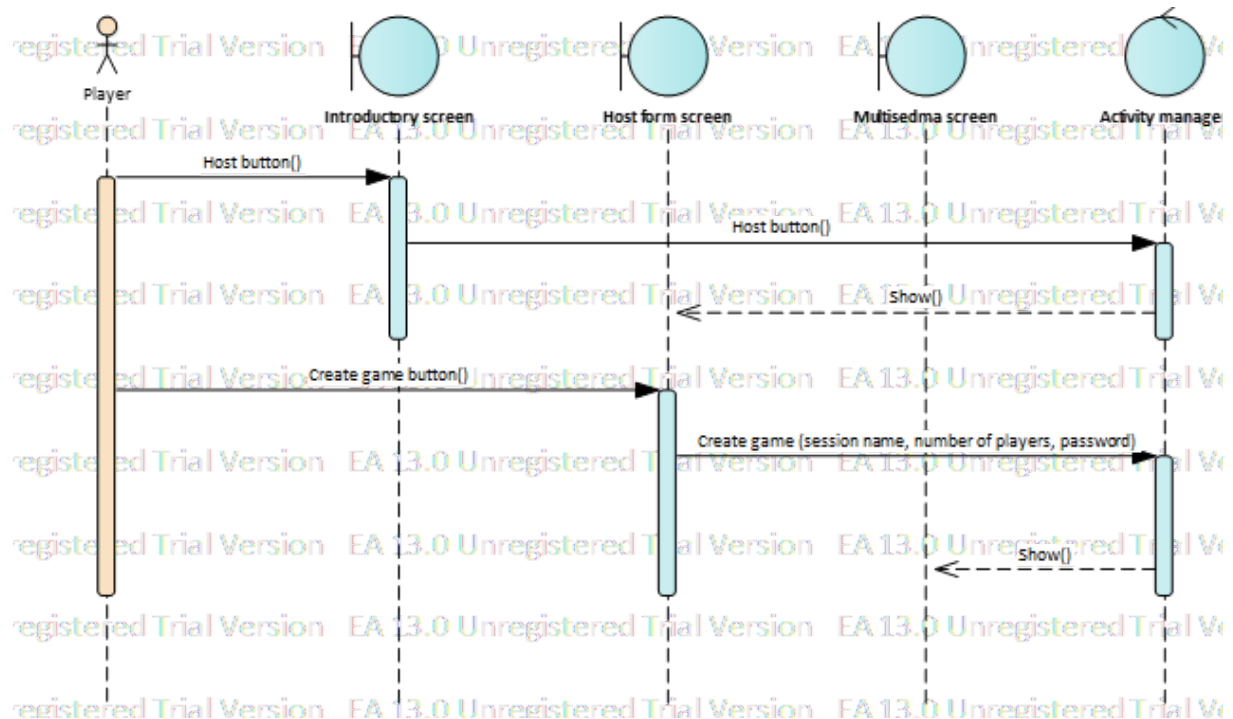
<sup>1</sup> See also attached document "MultisedmaActivityDiagramRules.pdf"

## 4. Use Cases

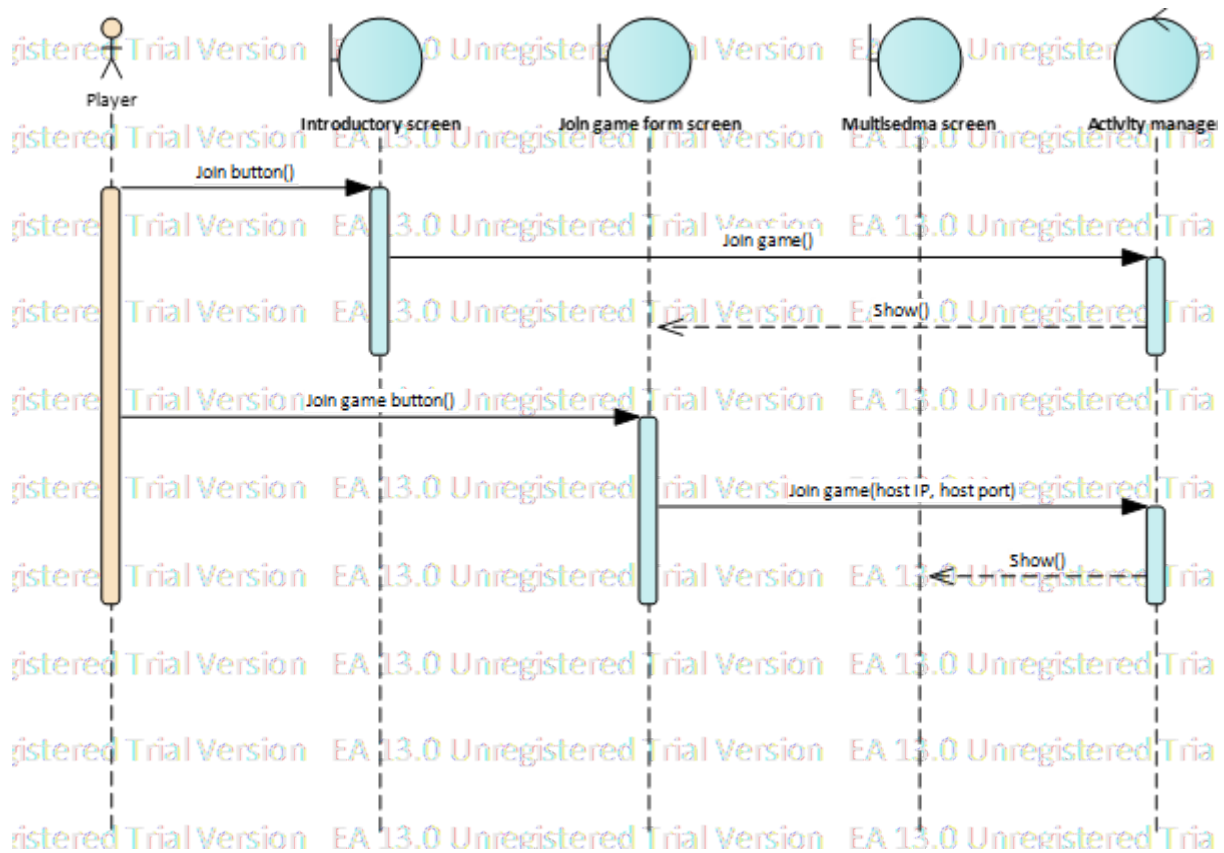


## 5. Usage workflow

### 5.1. Use Case Host Game Interaction



## 5.2. Use Case Join Game Interaction

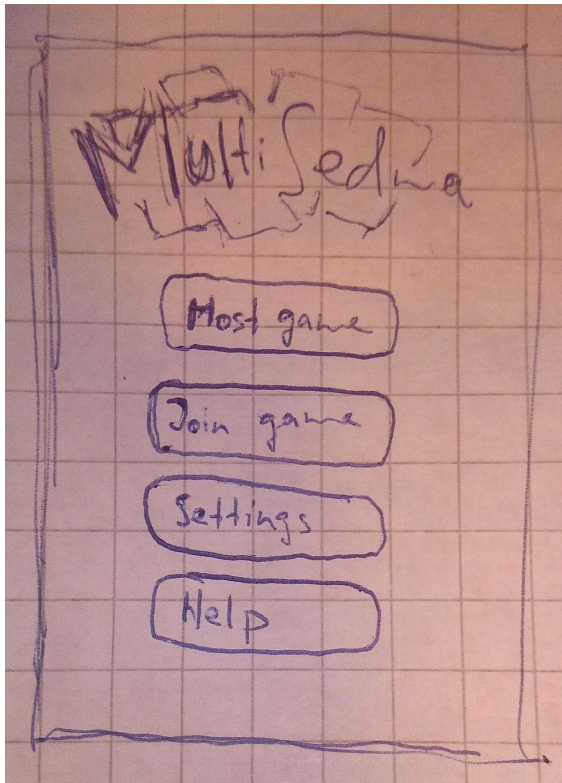


## 5.3. Rules Activity diagram

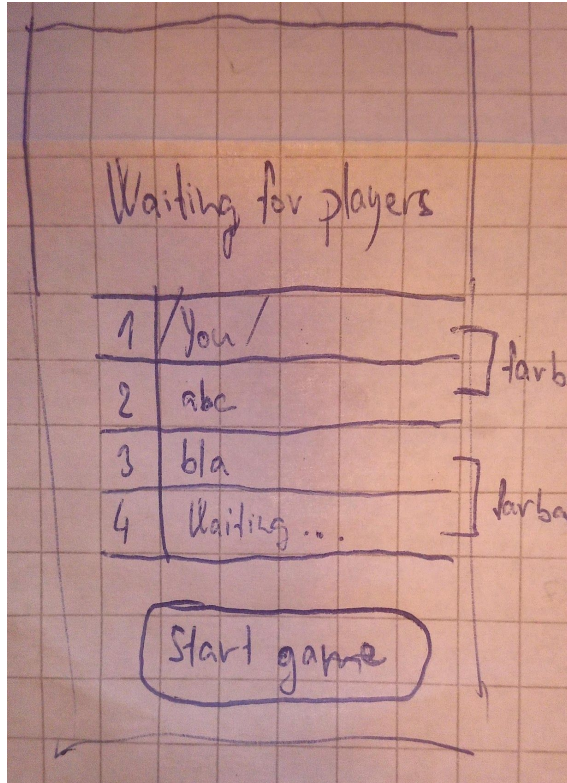
Please see attached document "MultisedmaActivityDiagramRules.pdf".



## 6. Mockups



Introductory screen



Waiting room when hosting game

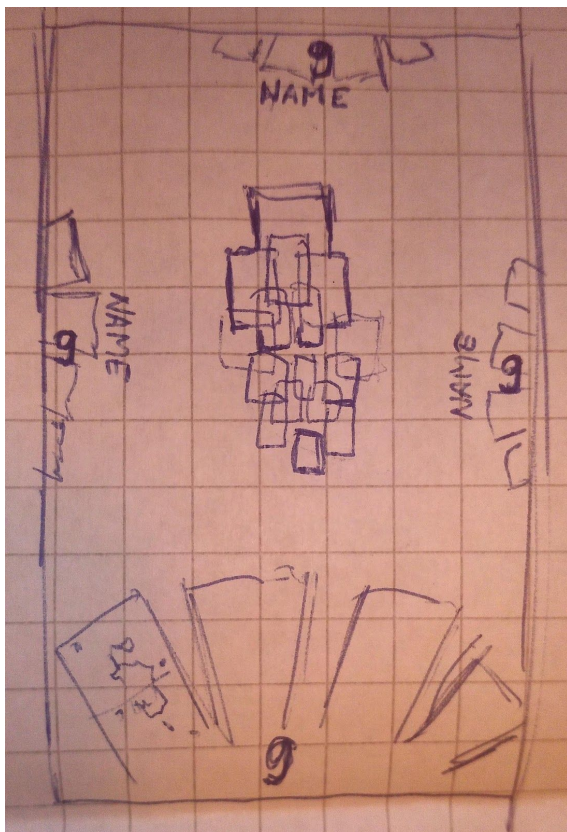
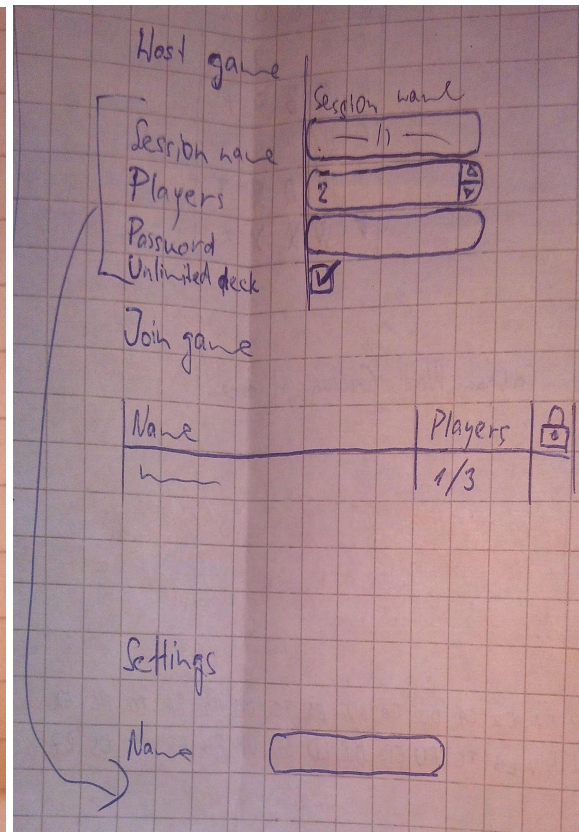


Table when in game



Hosting game form

## 7. Workload and time planning

Week:	43	44	45	46	47	48	49	50
Tasks:	Mockups	Rules study Activity diagram	Rules study Activity diagram	Initial server/client in cmd + initial design	Server/client in cmd Design and some animations	Server/client finishing Design and animations finishing Documentation gathering	Lapland Discussion only	Presentation Documentation

## 8. Sources

[1] <https://en.wikipedia.org/wiki/Sedma>