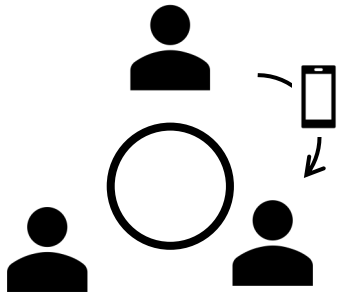# Mr. Mäxchen

GAME „MAIERN" // LYING // 21

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GAME „Mr. Mäxchen"

PROJECT GAME

- Coding a german classic drinking game called known as „Maiern" / „Mäxchen" / LYING / 21

- Min 3 Player around a table – no maxium of people

- Play with <u>one</u> device, the device will be handed over to the next person

- play clockwise

- In each step you have to choice between saying the truth or to lie

ORDER OF NUMBERS

31 < 32 < 41 < 42 < 43 < 51 < 52 < 53 < 54 < 61 < 62 < 63 < 64 < 65 < 11 < 22 < 33 < 44 < 55 < 66 < 21

SPEZIAL „MÄXCHEN"

21 -> Game is over everybody has to take a drink, espect of the one how get the "Mäxchen"

Reason for Mäxchen

- No dices, no dice cup and no beer coaster?

  -> Go for Mr. Mäxchen and have fun with your friends

GAME „Mr. Mäxchen"

TECHNICAL CHALLENGE

- Identify the needed components like turns, safe numbers and order of functions

- Knowing basics of OOP -> whole game in one class

- Understanding of the basics of DOM Manipulation

LEARNINGS

- Sometimes it is not necessary to store a historical values

- Try to keep it clean and easy within the first line of code

- BUT start also you do not have the whole idea – keep on developing