

VG101 — Introduction to Computer and Programming

Project 2 (Proposal)

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1 Project Setup

1.1 Game Introduction

Assume that there are n players in the game, namely we can call them player 1, player 2, ..., player n .

The players sit in a circle, and start their **play** in the order of their seats. When the game starts, player 1 plays first. And after player n finishes his **play**, one **round** ends, player 1 (if he is still **alive**) starts the next round. Before the game starts, shuffle the cards, and each player draws **four cards** from the deck in the above order, initialize their health points according to the **generals** they selected (will be introduced later).

Each player has six stages in their turn, that is

- prepare stage (some skills can be used in this stage)
- judge stage (judge the delayed stratagem(s))
- draw stage (draw two cards from the deck)
- play stage (player can play cards in this stage)
- discard stage (player can only hold cards no more than their health points, the exceeding cards will be discarded)
- finish stage (some skills can be used in this stage)

1.2 Normal Cards

There are four types of normal cards in the game:

- fight: fight another player, if he doesn't play a "dodge", cause damage (default: 1)
- dodge: dodge from a fight (can not be played initiatively)
- peach: recover one health point, can be used on another player only if his health point is 0
- wine: recover one health point when own health point is 0, or add 1 damage to the next "fight" in this stage

1.3 Countries and Generals

Before the game starts, each player can select two generals in the same country. There are four countries: **SHU**, **WU**, **WEI** and **QUN**. The game ends when only player(s) from one country is/are alive and every player had claimed his country.

The general cards are placed upside down initially, which means the identities of a player (including his country and generals) are kept secret, and he doesn't belong to any country. When he **turns over** any

of his generals, his country is claimed, thus everyone in the game will know it. When a player is dead, all of his generals will be **turned over** and his country will be claimed.

If a player first **turns over** at least one of his generals, he can draw three cards from the deck.

2 Project tasks