**Group Proposal: The 0re0**

1. The name of the proposed card game is Crazy 8’s.
2. The game was originally named Eights in the 1930s but earned the name Crazy Eights in the 1940s (Parlett, 1996). It is a relatively simple card game that is played with a full deck of 54 card (includes jokers), and can be played with two or up to four players (Lotha, 2007), in this case one of the players will be the user and the rest will be computer generated. The actual gameplay starts off with the dealer (who can be one of the players) shuffling the cards and distributing 8 cards to each of the players (in this case we will code this part of the gameplay to be automatic). From there, the user will have the first chance to play any of the card he/she has. The gameplay will flow in a clockwise or anti-clockwise fashion depending on the user’s preference.

Our variation of the game will give specific cards special ‘attributes’ such as jokers, any 2 of any suit, any ace, any 7 and any 8. These cards will be given ranks in order to differentiate their attributes. The rules of the game are very simple in this case, we aim to run the game on a ‘Largest number out’ basis, with each of the card having a specific ‘weighting’. Therefore, the player whose cards add up to the largest number will be knocked out in that round; this will be repeated until the final where the winner will be determined by the player who closes first.

1. Some of the problem we intend to encounter and overcome: The generation, shuffling and adequate distribution of the cards at the beginning and throughout the gameplay; and for this to happen without disturbing the actual gameplay. Implement all the rules of the game to the greatest degree possible; and still ensure that the game runs smoothly with no glitches or hiccups. Find and use a relatively high-quality GUI that will allow this game to be played by anyone with basic computer skills.
2. In this project we aim to implement a version of Crazy 8s Card game in java with the following milestones: the first step will be to create a class which will handle the generation, shuffling and distribution of the cards (a single pack of 54, jokers included). Create another class which will handle the players, which includes 1 user and up to 3 other computer players. Creation of a class to keep track if gameplay and implement the rules we would have set in place. Implementation of an easy to use yet high quality GUI to improve the game’s attractiveness of the game and to make it accessible to anyone with basic computer knowledge and skills. Lastly, all this work will be presented in the form of a Project document and a set of completed code of the actual game. The project document will include the revision and extension of this proposal. The extension will include a walkthrough of the steps through the SDLC that our group followed; and if we finish in time, a visual guide that shows the basic moves of the game.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Week 1  23 – 29 September | Week 2  30 September – 6 October | Week 3  7 – 10 October |
| Card Handling Class |  |  |  |
| Player Handling Class |  |  |  |
| Rules and Main Gameplay Class |  |  |  |
| Implementation of GUI |  |  |  |
| Project Documentation |  |  |  |

1. David, P. (1996). Oxford Dictionary of Card Games, pg. 291 - Oxford University Press, 1996. ISBN 0-19-869173-4.

Gloria, L. (2007). Casino Card-Games. Retrieved from Encyclopaedia Britannica: https://www.britannica.com/topic/card-game