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Request Document

I will make an app for a card game called war. The main activity of the game will be a game called War. The secondary activity will use SQL or SQLite to keep track of and display the wins and losses for players of the game. There will be a preferences page of the app; this page will allow users to control aspects of the app such as the names of players and the colors displayed by the app. A help page will explain the preferences page of the app as well as how to play the game.

The main activity of the game will be a card game called War; an article called War on byciclecards.com tells us how to play this game. This game is played with a typical 52 card deck. At the beginning of the game, each player receives 26 cards from the deck. According to the article, in each turn of the game, “Each player turns up a card at the same time and the player with the higher card takes both cards and puts them, face down, on the bottom of his stack.” When the cards are of the same rank, both of the cards are placed face down. Later, when a player turns up a card higher than the other player's card, all of the cards that are placed face down go to the player with the higher card. When one player has all of the cards, the player with all of the cards wins and the game ends. In my app, the player should be able to play against a real person or against a real person or the computer.

The game will keep track of the wins and losses of players of the game. If the player chooses to keep track of progress, the player will have a username. The player will be able to view the number of games that he or she has played, his or her number of wins and losses, and information about specific games played. The information about specific games should include the date of the game, whether the player won or lost the game, and who the player played the game against.

On the preferences page of the app, the users should be able to control the app in multiple ways. First, each user should be able to choose the background color of the app. Second, each user should have the ability to play with or without an account; if the user plays with an account, he or she should be able to control the name of the account. Finally, each user should be able to decide whether to play against a real person or the computer.

The help page of the app will explain to the user how to use the app. It will explain how to play the game, it will explain how to save and view progress, and it will explain how to use the preferences page.

In conclusion, the app that I will create will be for playing a game called War. The main function of the app will be playing the game called War. The users should be able to save and view their history of using the app. In addition, the users should be able to control many aspects of their experience with the app by using the preferences page. Finally, instructions about how to use the app will be present on a help page.

Work Cited

“War.” *Bicycle Playing Cards*, The United States Playing Card Company, bicyclecards.com/how-to-play/war/.