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Mobile Software Development
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Project Outline: Honeymoon Whist

For this project, we plan on implementing the classic two player card game, Honeymoon Whist.

Basic outline of the game:

- Players choose cards one at a time until the deck is depleted
- Players take turns bidding how many tricks out of thirteen they think they can win
- The player who bids highest chooses which suit will be trump
- Said player leads the first trick and play continues until both hands are empty
- If the leader makes his bid then he gets a point, otherwise his opponent does

We plan on writing powerful AIs for the user to play against. The app will look as follows (generally):

- Opening screen
- Home screen with three buttons:
 - Play!
 - Segues to gameplay mode, consisting of a setting view, a bidding view, and a play view
 - How to play
 - Shows the rules of the game
 - Credits
 - Scrolling animation of credits

We plan on designing this app for iPhones only.

Some extra features to be implemented:

- Card animations
- Victory animations
- Auditory supplements