

Gong-pig

第13組：
陳韋晴、陳澄軒、
劉昱辰、喻怡鳳

About this game

- Goal : Get the highest score
- Players: 3-5players
- Deck: Standard 52-card deck .

If 3 players, remove♣-2 .

If 5 players, remove♣-2,♣-3

Rules

- Player who holds ♣-3 makes an opening lead.
- Each player must follow suit if possible. If a player has no cards in the suit led, a card of any other suit may be discarded.
- The winner of the trick keeps all cards won in a single stack in front of himself or herself.
- The winner of a trick starts the next trick.

Card Values

- ♦-J(Sheep):100
- ♠-Q(Pig):-100
- ♣-10(Double):If the player not holding any other cards with value, count as 50 points. Otherwise, double the scores of the holder.

Card Values

- ♥(2-10): Count as the negative number of itself, except for ♥-4 count as a -10.
♥(J,Q,K,A): Count as -20,-30,-40,-50 respectively.
- If a player gets to collect all the hearts, all the players' final score will have to multiply -1 .
- If a player gets to collect all cards with value, he or she will get 1000 points.

How to get start with our game

1. The host of the game run the file, 'project_test.py', then get this link: `http://0.0.0.0:5000/`
2. For the host(who runs the server): They should adjust the link above to this : `http://ip_of_the_host:5000/admin`
3. For the rest of the players: `http://ip_of_the_host:5000/login`

***Notice:**

All players should connect to same WiFi. However, ntu_peap does not allow we access to the server. :(

Game Process:Initial Pages

Start New Game

admin username:

admin password:

player number:

Start Game

Login Page

username:

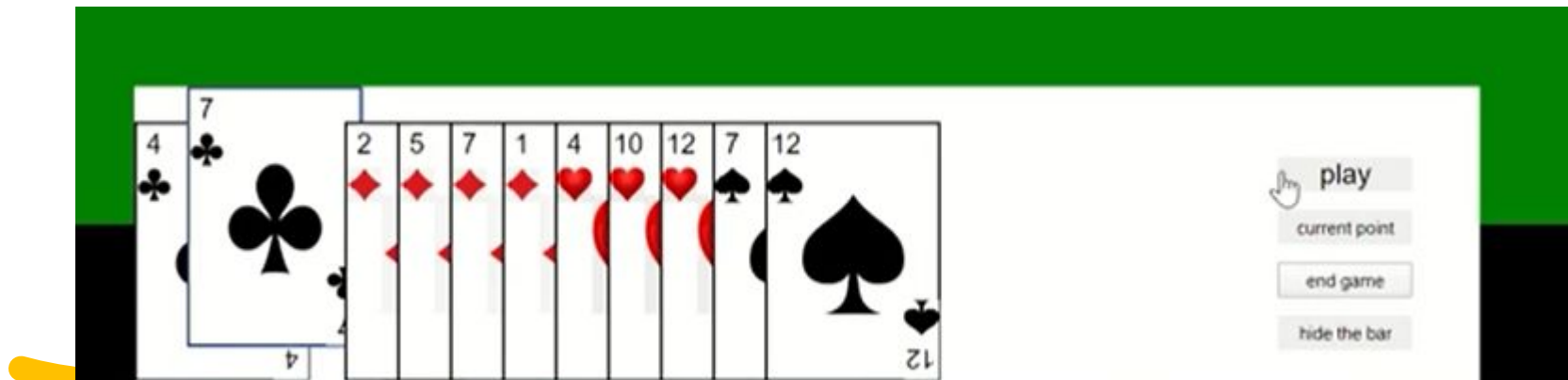
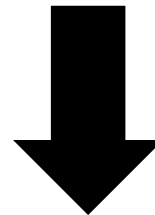
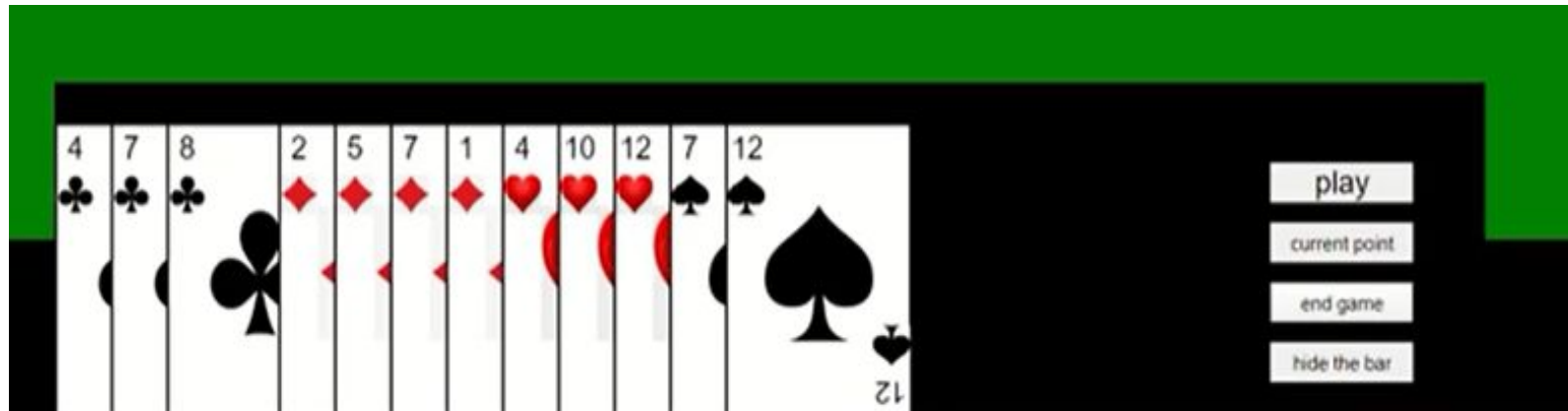
password:

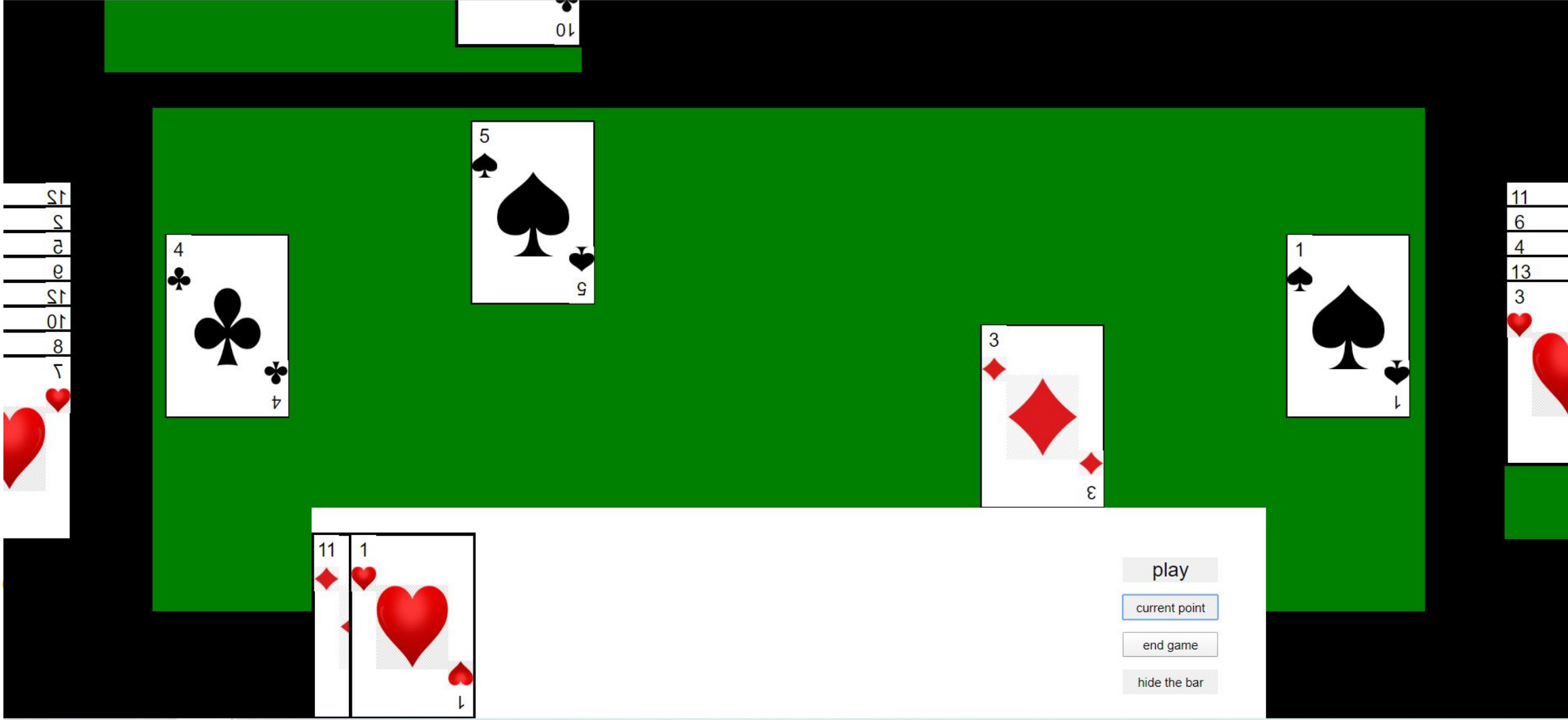
login

Game Process: Gaming Bar



- Click on the card going to discard and press the 'play' button, the card will then appear on the table.
- Check the cards you and your fellow gamers collecting by pressing the 'check points' button.
- When the game is done, press the 'end game' button to check out the scores.





Total Score

sophie

score: -171

eva

score: 50

lyc

score: -79

julia

score: 50

New Game

Server

```
def admin_page():  
    """  
    admin page  
    shuffle card and init some data  
  
    (if post => go in the function)  
    write the data:  
    shuffle card and save the poker cards dictionary into this function (this file will not be changed in the game) => poker_init.json  
    shuffle card and save the poker cards dictionary into this function => poker.json  
    find out how many players already logged in => player_id.json  
    cards that played in one round => play_card.json  
    save the order of players that played card => players_id.json  
    save the cards that players played => players_card.json  
    save the cards flower that players played => players_flower.json  
    save the cards that each player get => get_cards.json  
  
    (if attempted_username and attempted_password is correct)  
    redirect to login page (player.html)  
    """
```

How we store the in-game data

```
with open('temp/poker_init.json', 'w') as file:
    json.dump(poker_card_server, file)

with open('temp/poker.json', 'w') as file:
    json.dump(poker_card_server, file)

with open('temp/player_id.json', 'w') as file:
    json.dump(player, file)












with open('temp/play_card.json', 'w') as file:
    json.dump(play_card, file)

with open('temp/players_id.json', 'w') as file:
    json.dump(players_id, file)

with open('temp/players_card.json', 'w') as file:
    json.dump(players_card, file)

with open('temp/players_flower.json', 'w') as file:
    json.dump(players_flower, file)

with open('temp/player_id_name.json', 'w') as file:
    json.dump(player_id_name, file)
```

 first_card.json	2019/12/30 下午 05:53	JSON 檔案
 get_cards.json	2019/12/30 下午 11:51	JSON 檔案
 play_card.json	2019/12/30 下午 11:51	JSON 檔案
 player_id.json	2019/12/30 下午 11:52	JSON 檔案
 player_id_name.json	2019/12/30 下午 11:52	JSON 檔案
 players_card.json	2019/12/30 下午 11:51	JSON 檔案
 players_flower.json	2019/12/30 下午 11:51	JSON 檔案
 players_id.json	2019/12/30 下午 11:51	JSON 檔案
 poker.json	2019/12/31 上午 03:06	JSON 檔案
 poker_init.json	2019/12/30 下午 11:51	JSON 檔案
 total_point.json	2019/12/30 下午 11:51	JSON 檔案

```
@app.route('/login/', methods=["GET", "POST"])
def login_page():
    """
    login page
    (if post => go in the function)
    find out the order that you are going to play the card

    (if attempted_username and attempted_password is correct)
    redirect to your own gongpig page (gongpig.html)
    """
```



```
def gongpig(user_id = None):  
    """  
    gongpig page  
    the page where you play the game  
    """
```

```
@app.route('/play/', methods=["GET", "POST"])  
def play():  
    """  
    play function (still on gongpig.html):  
    (if post)  
    get the card that you play and return the next player id  
    """
```

```
end_game():
```

```
<script type="text/javascript">
// JavaScript Document
// var flower = "{{ flowers }}"
var card_num = {{ card_num }};
var player_num = {{ player_num }};
var player_id = {{ player_id }};
var one_id = {{ one_id }};
var two_id = {{ two_id }};
var three_id = {{ three_id }};
var four_id = {{ four_id }}; var play_card_player_id: {}
var play_card_player_id = {{ play_card_player_id }};

var one_card = document.getElementById("p_card_1");
var two_card = document.getElementById("p_card_2");
var three_card = document.getElementById("p_card_3");
var four_card = document.getElementById("p_card_4");
var u_card = document.getElementById("u_card");
// var flower = "red";

// var json = JSON.stringify(play_card_player_id);

// require(['fs'], function (fs) {
//     const fs = require('fs')
//     fs.writeFile('play_card_player_id.json', json, 'utf8', callback);
// });
```



```
window.onload = function main(){
```

```
    var one_get_num = [{ one_get_num }];  
    var two_get_num = [{ two_get_num }];  
    var three_get_num = [{ three_get_num }];  
    var four_get_num = [{ four_get_num }];  
    var five_get_num = [{ five_get_num }];
```

```
    var one_get_flower = { one_get_flower|tojson }  
    var two_get_flower = { two_get_flower|tojson }  
    var three_get_flower = { three_get_flower|any son }  
    var four_get_flower = { four_get_flower|tojson }  
    var five_get_flower = { five_get_flower|tojson }
```

```
    var poker_card_server = [{ poker_card_server }];  
    var players_flower = { players_flower|tojson };  
    var players_id = { players_id };  
    var players_card = { players_card };  
    var s_n_g = document.getElementById("s_n_g");  
    var h_t_b = document.getElementById("h_t_b");  
    var o_t_b = document.getElementById("o_t_b");  
    var c_p = document.getElementById("c_p");  
    var user = document.getElementById("user");  
    var one = document.getElementById("player_1");  
    var two = document.getElementById("player_2");  
    var three = document.getElementById("player_3");  
    var four = document.getElementById("player_4");
```

```
17 <body>
18   <section class="table">
19     <div class="player" id="player_1" style="display: none; background-color: ■ green;"></div>
20     <div class="player" id="player_2" style="display: none; background-color: ■ green;"></div>
21     <div class="player" id="player_3" style="display: none; background-color: ■ green;"></div>
22     <div class="player" id="player_4" style="display: none; background-color: ■ green;"></div>
23
24     <div class="player" id="user" style="background-color: □ black;">
25       <button id="play">play</button>
26       <button id="h_t_b">hide the bar</button>
27       <form method="POST" action="/end_game/">
28         <input id="s_n_g" type="submit" value="end game"></input>
29       </form>
30       <button id="c_p">current point</button>
31     </div>
32
33     <button id="o_t_b">open the bar</button>
34     <div class="card" style="background-color: ■ green;">
35       <div class="play_card" id="p_card_1" style="display: none; background-color: transparent;">
36
37       </div>
38       <div class="play_card" id="p_card_2" style="display: none; background-color: transparent;">
39
40       </div>
41       <div class="play_card" id="p_card_3" style="display: none; background-color: transparent;">
42
43       </div>
44       <div class="play_card" id="p_card_4" style="display: none; background-color: transparent;">
45
46       </div>
```

Functions

```
deliver_cards(player)
```

Distribute cards according to number of players. Builds two lists for each player to save cards they either hold or collect.

```
get_the_card(first_player, cards)
```

Determine who to collect the cards discarded by all the players.

Functions

```
pig_to_sheep_check(players_get_cards)
```

From cards player collected determine the way to calculate scores.

```
count_points(get_cards, player_id, player, players_get_cards)
```

Video

- <https://drive.google.com/open?id=10mr7AyFVr-Z0cHZx5KvfP46HCOOfSMj6>



END