Team Number: 04

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**Description**: This is an ancient card game from India. This game need at least 4 players to play it. Each player as a client connect to the server that we made on Java Server Socket and each client runs on their individual thread (Multi-threading) by extending Thread class. Game will not start until 4 players is connected to the server. Each player should enter port id and IP-address to join the specific server. When 4 players or client connected to the server then client transfer to the new GUI window. Dealer deal the equal amount of card to each player. Every player’s hand is blind, players are restricted to see their cards. Client who is connected first should go first. Transferring of data between client and server and server to client is done by serializable. Serializable interface decodes the DataOutputStream and DataInputStream between client and server. If one of the clients exit the game, then the whole game quits.

**Rules**: Our project is a card game called "Dhaglabaaji" which can be translated to card stacking. It can be played with 2 or more players but in our version of the game, it will be played by 4 players. The cards will be dealt to all 4 players so that they each will have 13 cards. One at a time players will start stacking cards in the middle and if the card that you put in middle is of a same type, then all the cards in middle will go to the player that had a match with the top card in the middle. This will be repeated until one player runs out of cards. Then, the score will be calculated.

