Manual

Cursed Ace is a java card game for four players, with unique game rules and a beautiful user interface.

Installation and Start

The game is available on the cs-108 gitlab repository from our group 13. First, the jar file at the root of the repository has to be built with this command in the terminal:

"gradlew build" for Windows   "./gradlew build" for Linux/MacOs

After that, the path needs to be changed to: Gruppe-13/build/libs
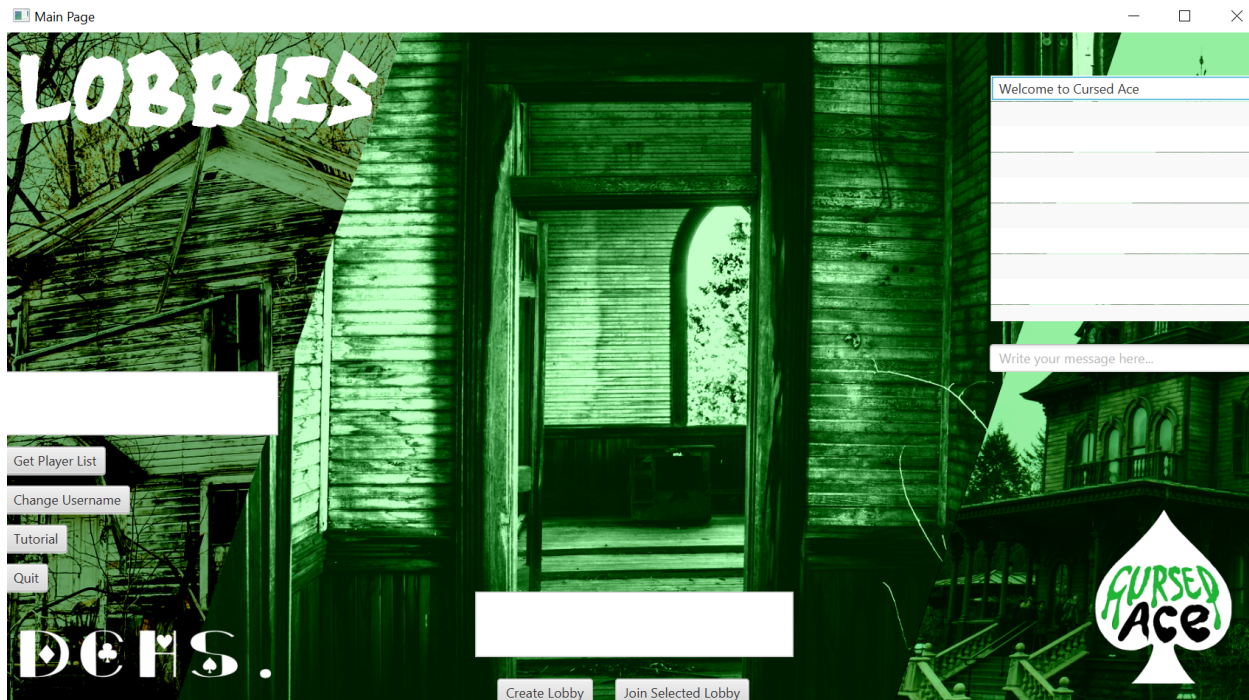Here the game can be started with one of these commands:

Server: java -jar Cursed-Ace.jar server <Port>
Client: java -jar Cursed-Ace.jar client <Hostaddress>:<Port> [<Username>]

Navigation

Main Page

In the Main Page there are three different fields. On the left side, below the high score list, all Players on the Server are accessible with the button "Get Player List". When double clicking on a player, a private chat window will pop up, where the chosen player can be whispered to.

There's also a button to change the username, after clicking "Change Username", a small pop up screen will show up to type in a new username, to be submitted by either pressing enter or by pressing the "Submit" button. The server will ensure that no duplicate names will occur by adding numbers to the end of the duplicate.
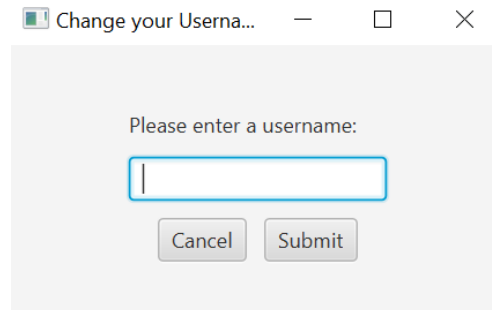
For a refresher on the game rules, the button "Tutorial" is available on the left side as well.

The lobbies created are listed in the middle as well as their status and number of players. The format is as follows: 'Lobby_name - Status - Number of Players'.

There are 4 different statuses, "StandBy" which is the default status when a lobby is created, meaning that it is still waiting for players to join, "Full" when the lobby has reached its maximum capacity of 4 people. "InAGame" is when a game has been started in that lobby, "Terminated" when a game has finished.

Below the list are two buttons where either a new lobby by clicking on "Create Lobby" can be created, where the name of the lobby will be the username, or an existing lobby can be joined by clicking on the desired lobby and then on the „Join Selected Lobby" button.

The chat box is on the right. This chat is to send messages to all players connected to the server, as well as to see messages from the server.

On any Window of the Game, the Alt Key (Windows) or Option Key (Mac) can be pressed to exit the Fullscreen Mode.

Lobby Page

As soon as a lobby has been created or joined, the Lobby Page appears. Here there is a chat box on the upper right side to chat with players in the same lobby. In the lower right the global chat is still accessible.

In the middle the player can leave the lobby, start the game for the lobby, and view who is in the lobby. The lobby will require 4 people with a ready status in order to start the game.

The player is ready by default, the status can be toggled with the button "Ready/Unready" below. Clicking "Unready" means the player sets themselves as "not ready", and vice versa.

Gameplay

After the game has been started, the player will be brought to a "Game Page" and receive 13 randomly shuffled cards, displayed in the hand at the bottom center. The first player to choose a card is the one who has the Ace of Spades in their hand. Whether it's their turn or somebody else's is shown at the top center. If it isn't the player's turn a "Play Card" or "Deselect" button won't be visible.
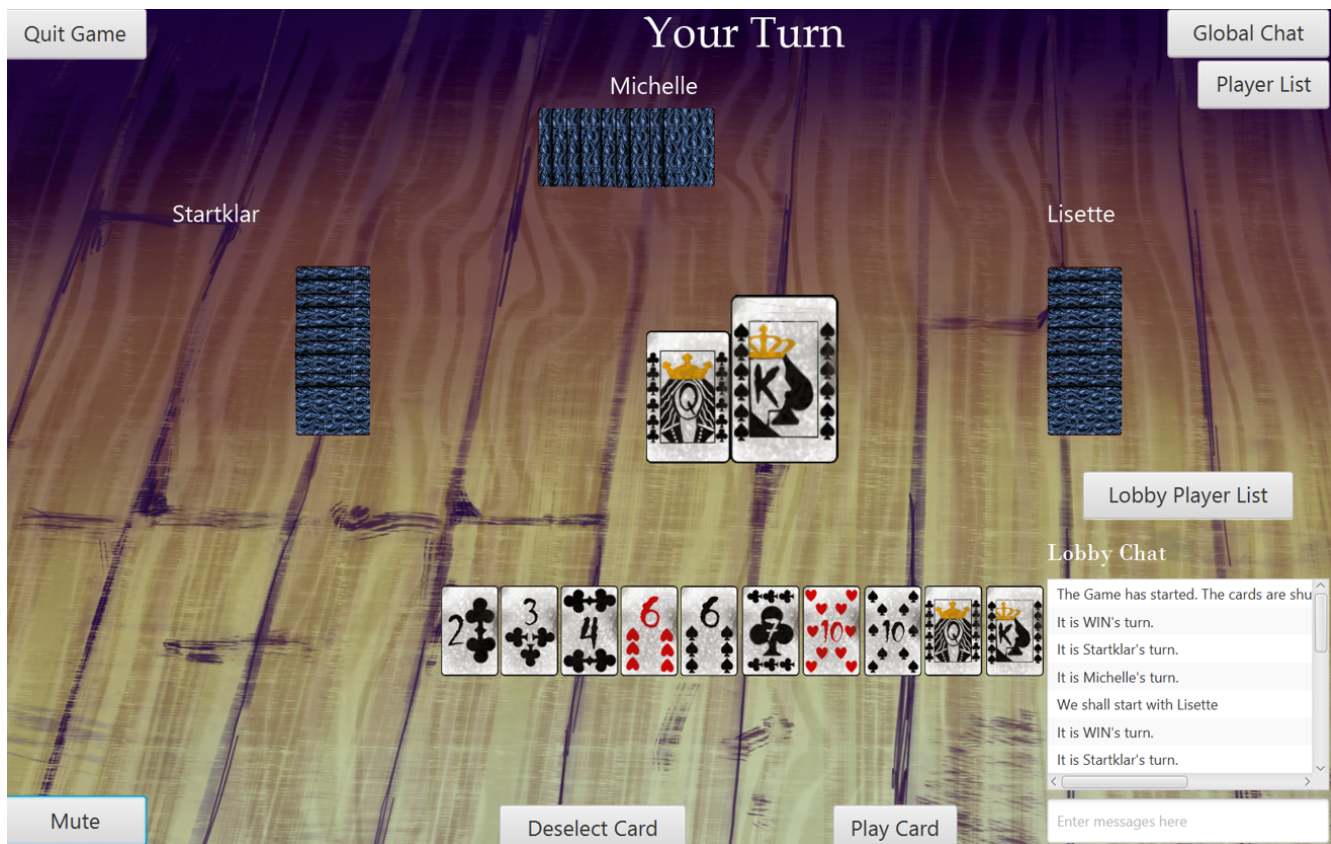
To choose a card to play, the card is clicked once, then on "Play Card". The server will check whether it is a valid move, if not, the player will have to keep trying until they choose a suitable card. Other clients will see the card the player chose in the middle when their turn has ended and is given to somebody else.

If the player wants to correct their chosen card, "Deselect Card" can be clicked to unselect the card and pick a new one.

The rule is that the first person beginning the round gets to choose whichever card they want and the other 3 players, if they have a card of the same suit (Diamond, Spades, Clover, Heart), they have to strictly choose one of those. One round is considered finished when all 4 players in the game have put down a card.

In the case where all players have a card of the same suit, the 4 cards in the middle pile get discarded, and the next round begins with the person who put down the highest card value in those 4 discarded cards, with 2 being the smallest and Ace being the largest.

However, if one player does not have a card of the same suit, that player can pick whichever random card they want of their deck and play it, then the player who had played the highest card number that round (excluding that last player who put down the random card) has to take back the pile of cards in the middle.

This round is considered finished, despite the players that would have followed not having had a chance to put down a card. The next round begins then with the player that had to take back the cards from the middle.

Additionally to playing, the lobby chat and lobby player list are accessible on the lower right, the global chat and the player list to whisper chat with on the upper right. In the lower left corner there is a button to Mute or Unmute the background Music.

Quitting the game or accidentally disconnecting means the game is finished for everyone else. In this scenario or in the case of the use of the cheatcode by a player results in the scores being chosen according to the current state of the game, still in a descending manner despite ties (losers and winners of ties are chosen according to the order of the turns).

The first player to get rid of all the cards is declared the winner, receiving 50 points. The rest gets 20, 10 and 0 points respectively depending on the number of cards left in their hands, or the order they finished in, while the one that has the most cards in their hands loses. These results are saved in the Highscore List at the very end of the game.
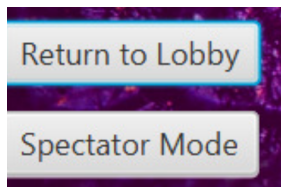
If you've won and are waiting for the other players to finish, you can go back to the lobby or go into "Spectator Mode" and view the hand of the person whose turn it is, or otherwise return to the Lobby.