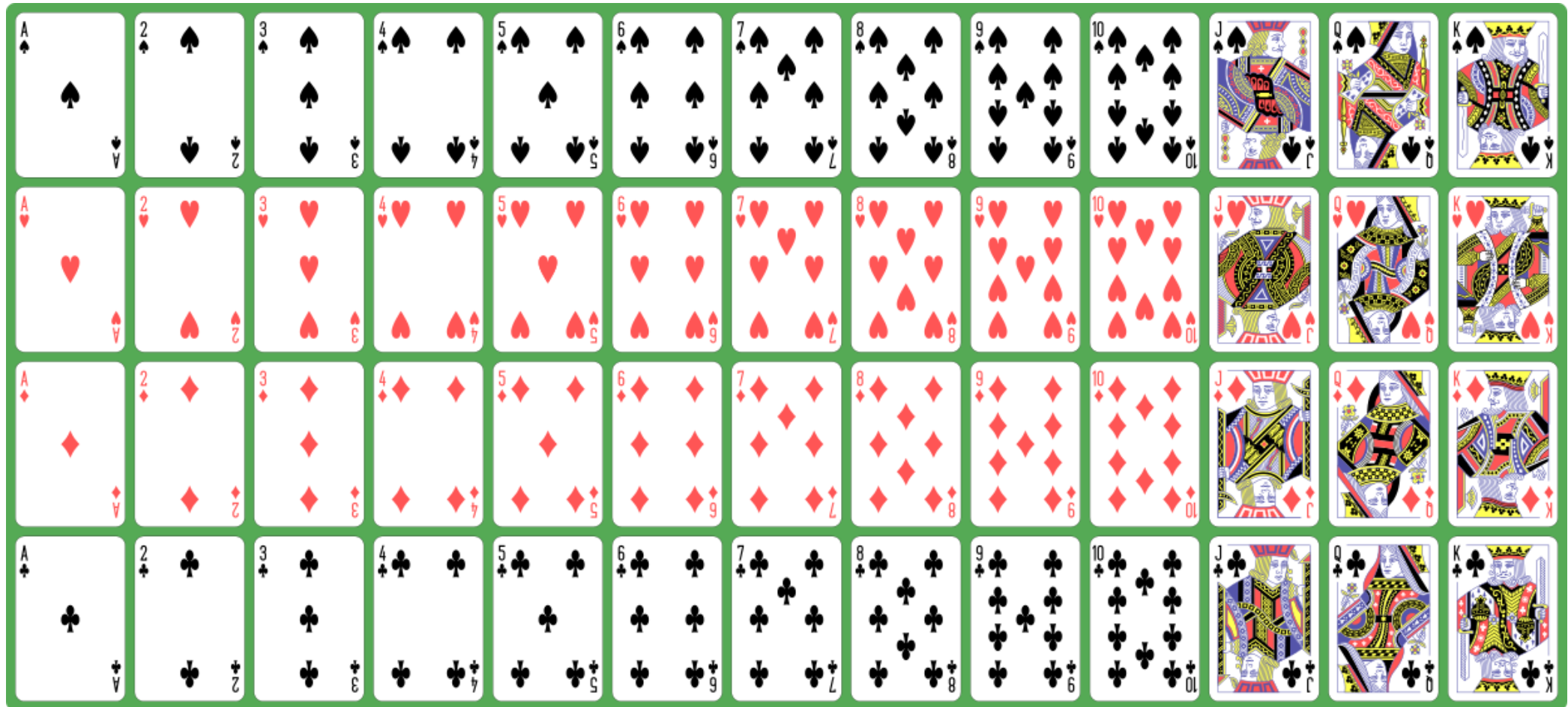


Card Games

For Grade 12 - Project Two



Brain Paint



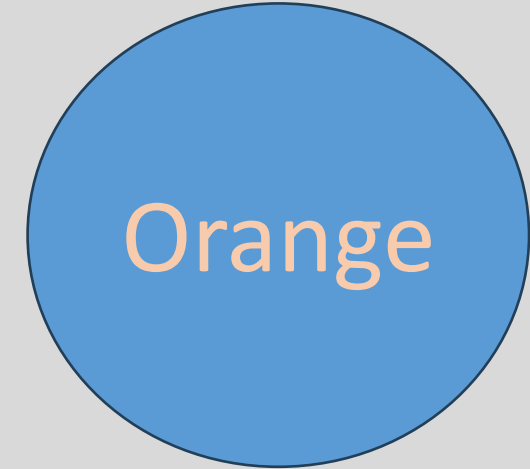
A card appears. The first person to name the colour, not the word on the card wins a point.

Instance variables:
int picnum
String answer

Add ons:
(1) Provide answer.
(2) Make your own cards

Brain Paint

What colour is this card?



Show answer Blue

Who was first?

Player 1 - 000

Player 3 - 000

Player 2 - 000

Player 4 - 000

New Card

Shuffle

Reset score

Instructions

CardLine: Animals

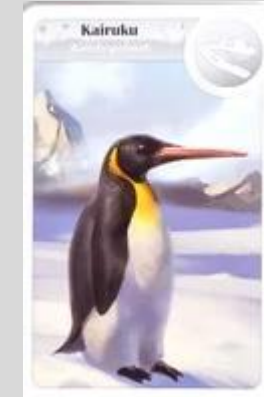


Players are given two card which show the statistics and are ordered correctly. They are given a third card, and a statistic type. They must choose where it goes in the line.

int front_picnum
int back_picnum
double height
double weight
double years

Add ons:
(1) Three cards on screen
(2) Sorting
(3) Extensive use of mutators

CardLine: Animals Where would this card go?



Insert By Height



That is correct.

Score Keeping:

Player 1 - 000

Player 2 - 000

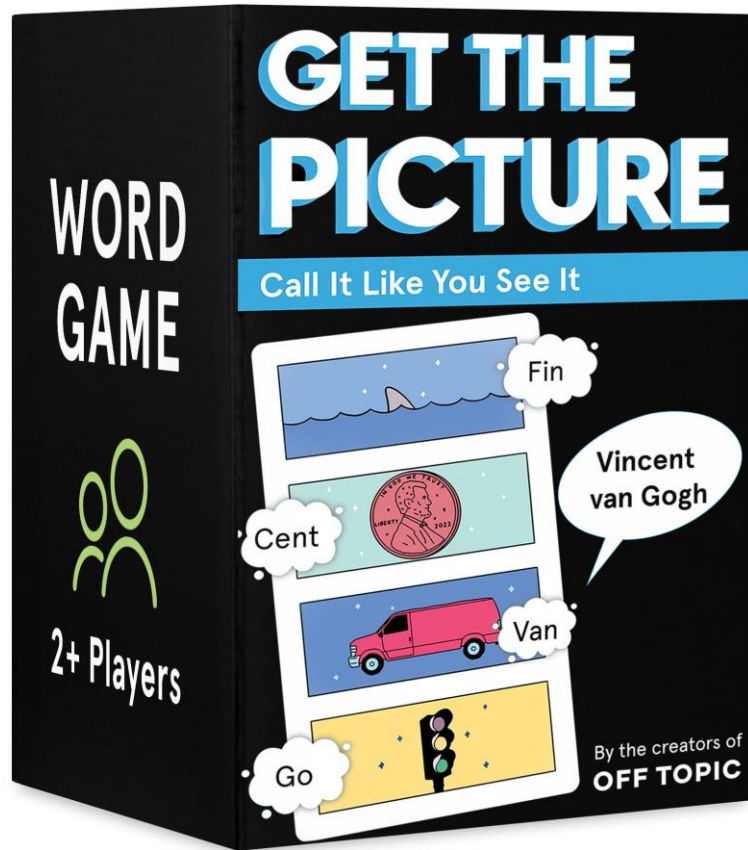
New Card

Shuffle

Reset score

Instructions

Get the Picture



Add ons:
(1) Check answer
(2) Hint

Instance variables:
int picnum
String answer

Get the Picture

It is Player 1's Turn



Type your answer and press done.

Answer?

Done

Give up

That's right!

New Card

Shuffle

Reset

Instructions

Player 1 - 000

Player 3 - 000

Player 2 - 000

Player 4 - 000

Hello My Name Is



Three cards appear on the screen. Players need to be the first to name someone who meets all three categories. If they are first, they get a point.

Instance variables:
`int picnum`

Add ons:
(1) Three cards on screen

Hello My Name Is

Name someone who is:



Who was first?

Player 1 - 000

Player 3 - 000

Player 2 - 000

Player 4 - 000

New Card

Shuffle

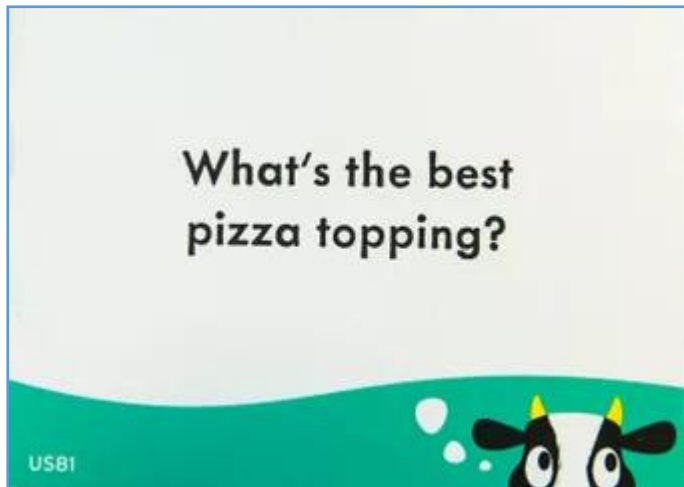
Reset score

Instructions

Herd Mentality



Everyone reads the prompt. Then, they independently select an answer. The player whose answer is the most different from the herd loses a point.



Instance variables:
`int picnum`

Herd Mentality

Players: Fill in your answers.

Player 1:

Player 2:

Player 3:

New Card Erase All Answers

Shuffle & Reset Scores Instructions

The player whose answer is most different loses a point.

Player 1 - 20 Player 2 - 8

Player 3 - 4

Pick Your Poison



The concept is simple - players take turns drawing cards that present them with two outrageous scenarios, and they must choose which one they would rather do.

Instance variables:
`int picnum`

Add ons:
(1) Two cards on screen

Pick Your Poison

Which would you rather do?

Never see
the sun
again.

Live without
music.



New Cards

Shuffle &
Reset Scores

Rules

Score keeping:

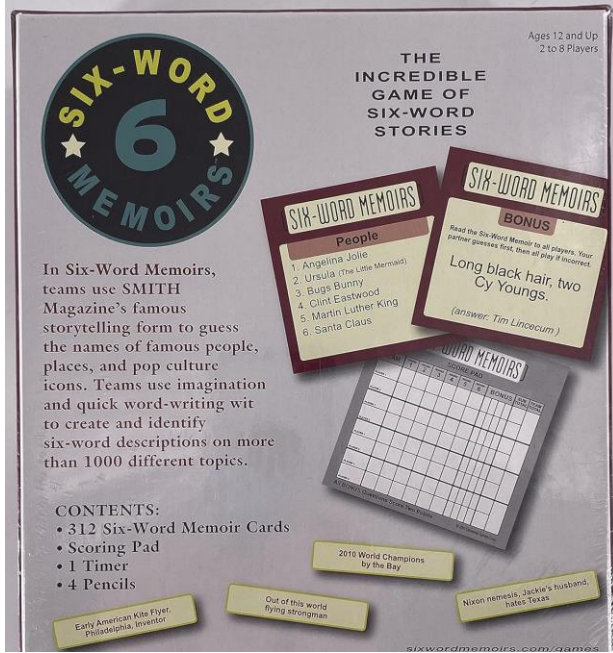
Player 1 - 000

Player 3 - 000

Player 2 - 000

Player 4 - 000

Six Word Memoirs



6 Word Memoirs

Whose memoir is this?

Well, I thought it was funny.

Choose one of the below.



A. Stephen Colbert

B. Nora Ephron

C. Joyce Carol Oates

New Card

Shuffle

Hint

Instructions

Player 1 - 000

Player 3 - 000

Player 2 - 000

Player 4 - 000

6 Word Memoirs

Whose memoir is this?

Well, I thought it was funny.

You got it!



A. Stephen Colbert

B. Nora Ephron

C. Joyce Carol Oates

New Card

Shuffle

Hint

Instructions

Player 1 - 000

Player 3 - 000

Player 2 - 000

Player 4 - 000

Instance variables:
char ans (a, b or c)

String memoir

String ansA

String ansB

String ansC

Uno Challenge

Flip four cards from the uno deck (using numbers only).
Make two numbers from them.
The player with the higher number wins.



Add ons:
(1) Four cards on screen
(2) Check answer
(3) Determine winner.

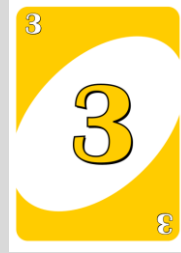
Instance variables:
int picnum
int value

Uno Challenge



Player 1's Number:

Player 2's Number:



87 beats 38.
Player 2 wins.

Player 1 - 000 Player 2 - 000

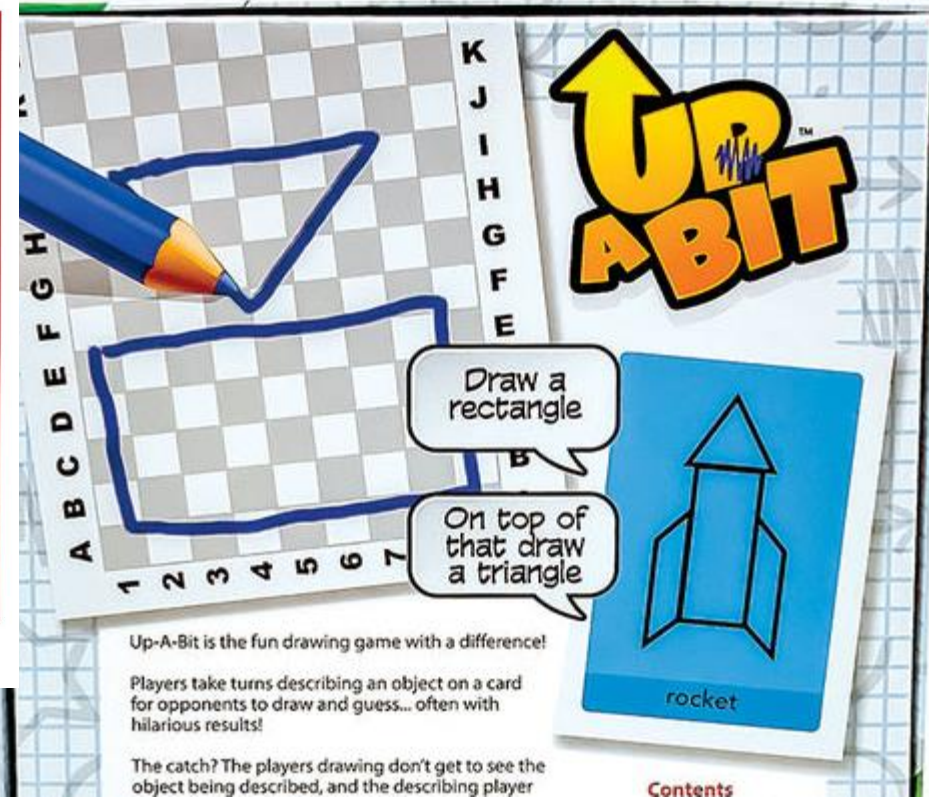
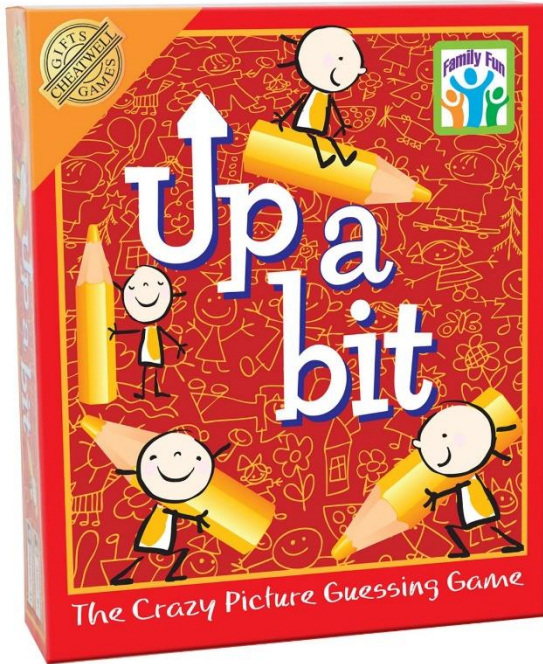
New Card

Erase All Answers

Shuffle & Reset Scores

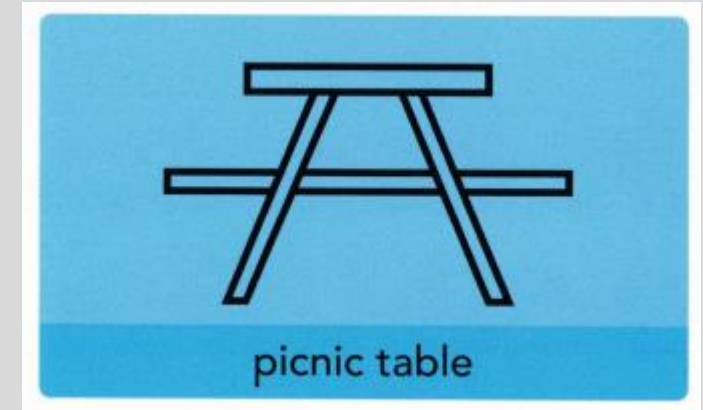
Instructions

Up a Bit



Up a Bit

The current card:



New Card

Determine
winner

Shuffle & Reset
Scores

Instructions

Score keeping:

Player 1 - 000

Player 3 - 000

Player 2 - 000

Player 4 - 000