

# THRONE OF CARDS

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**Abstract**— Children actively build knowledge through experiences when they play games. Along with the development of technology, there has been more research on digital game-based learning in recent years. Digital games contain better pictures and sound effects, but on the other hand, traditional games such as board games and card games can increase social interactions among people through playing games face to face. With the popularity of Android smart phones, all kinds of mobile games have sprung up like mushrooms. Card games are getting increasingly popular and have been widely played, especially among middle-aged men. The game uses a deck of cards consisting of a single totally ordered suit of  $2n$  cards. The deck is divided into two hands A and B with shown and unshown of  $n$  cards each, held by players Left and Right, and one player is designated as having the lead. A trump card is chosen prior to the game which can ace any other card. It is a single player and system card game that is easy to play.

**Index Terms**— Digital games, better pictures and sound effects, throne of cards.

## I. INTRODUCTION

A Throne of cards game is a playing card game with a different concept is made for users entertainment purpose. It can be played by any age group, There is no age limit for the game. The Throne of cards game is inspired by traditional playing card game '7-8', not implemented by any developer as a android application. This is a game played by 2 players. It cannot be played by 2 players and is played using 30 cards. Regular jokers have no role here. The dealer has to make more than 7 hands in this game in order to win the game and the one who deals out or calls the trump (starting dealer) has to make more than 8 hands. If the dealer makes seven hands and the player who decides or calls the trump makes 8 hands then it is a draw. If the dealer makes less than 7 hands, then he loses the game. Likewise if the player who calls the trump makes less than 8 hands, then he loses the game[1]. User friendly system with artificial intelligence is used for deciding deck and which move to be played next. A database is used for storing the winning results with a counter. It also stores all information about each level played.

## II. Existing System

A simple solitaire card game called 10-20-30 uses a standard deck of 52 playing cards in which suit is irrelevant. The value of a face card (king, queen, jack) is 10. The value of

an ace is one. The value of each of the other cards is the face value of the card (2, 3, 4, etc.). Cards are dealt from the top of the deck. You begin by dealing out seven cards, left to right forming seven piles. After playing a card on the rightmost pile, the next pile upon which you play a card is the leftmost pile. For each card placed on a pile, check that pile to see if one of the following three card combinations totals 10, 20, or 30.

## III. PROPOSED SYSTEM

### a) Randomly distributed cards

There is user and system, firstly cards are distributed for both. Five cards are distributed in hand and 10 cards are distributed again for user and system. In which five shown cards are placed above the unshown cards

### b) Trump display

Trump will be decided within distributed cards. In which the trump will any suite which suite has maximum count. Trump will be decide by user and vice versa

### c) Setting Priority

When the cards are distributed between user and the system then those who have the highest priority will be considered

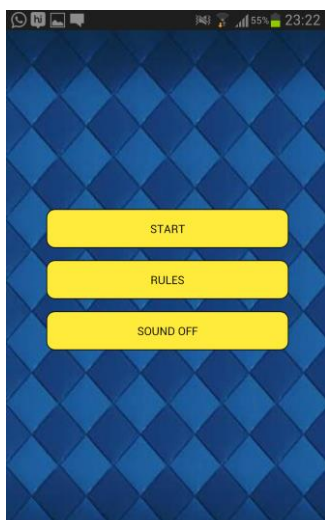
### d) Pairs

If the card priority is higher of either of the user then then the pair of cards is given to the user

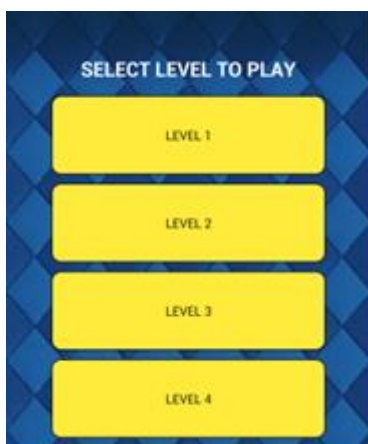
## IV. IMPLEMENTATION DETAILS:



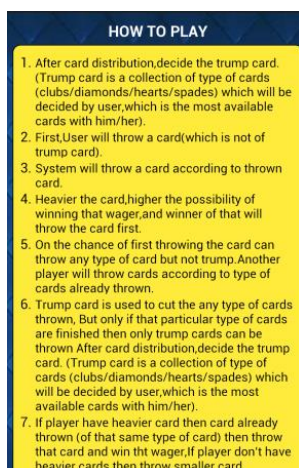
This is homepage image. Which is displayed in the loading of the game



This shows the navigation menus. Which contains START, RULES, SOUND. In the SOUND it contain the SOUND ON/OFF



This is the next menu to the START. The START contains the multiple LEVELS. User can choose the one of them.



This is the description of the RULE menu. In which it contain the how to play the Throne Of Cards

## CONCLUSION

This project proposes a Throne of Cards system which is proposed after deeply analyzing the existing system and understanding the flaws in it. The described system brings an era of revolutionary system which is speedy, efficient and very much adaptable. It will be definitely beneficial for the mobile users. We encourage hardware manufacturers to implement low powered motion co-processors and provide SDK for easy development and coding of their hardware. Our system will make the User experience smoother and most importantly, enjoyable.

## Acknowledgment

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