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Card Game Assignment

My card game was a variation of spoons that integrated the poker hierarchy into its hand system. Instead of trying to collect a set of four numbers, you're trying to collect one of the hands in the poker hierarchy. The rules to this game are:

- Players are dealt a hand of five cards from the dealer from a standard set of cards.
- A prop, typically spoons, is set in the middle of the table in an amount one less than the number of players.
- The dealer picks up a card from the leftovers, decides to keep the card and swap and pass another in their hand, or they can pass the card to the player to their left.
- Once a player completes their desired hand, they pick up a spoon, either slowly and subtly or quickly
- After a player notices another spoon being taken, they too, can grab another spoon. This repeats until all the spoons are gone.
- When the spoons are gone, each player with a spoon displays their hand and adds up their points, the player without a spoon does not get a point.
- The game lasts for five rounds and the winner has the most points at the end.

Points System:

- 1) Royal Flush & Straight Flush = 10 Points
- 2) Set of Four = 8 points
- 3) Full House & Flush = 6 points
- 4) Straight & Triples = 4 points
- 5) 2 Pairs = 2 Points
- 6) Pair & High Card = 1 point

The key aspect of the game is the minimaxing strategy. In Len Fisher's book, *Rock, Paper, Scissors*, fisher writes about this concept as a way to minimize losses while also maximizing profits. This comes into play in my game when a player can choose to work quickly towards an easy hand, like two pairs or a single pair, in order to prevent their opponents from getting high points over a longer period of time, but they would get less points after the spoons are grabbed and hands are displayed. A player must decide whether they want to beat their opponents to the punch or work towards a higher point count, risking their points if they come up empty.

Playtest 1:



Frankie, Nate and I playing the game in class

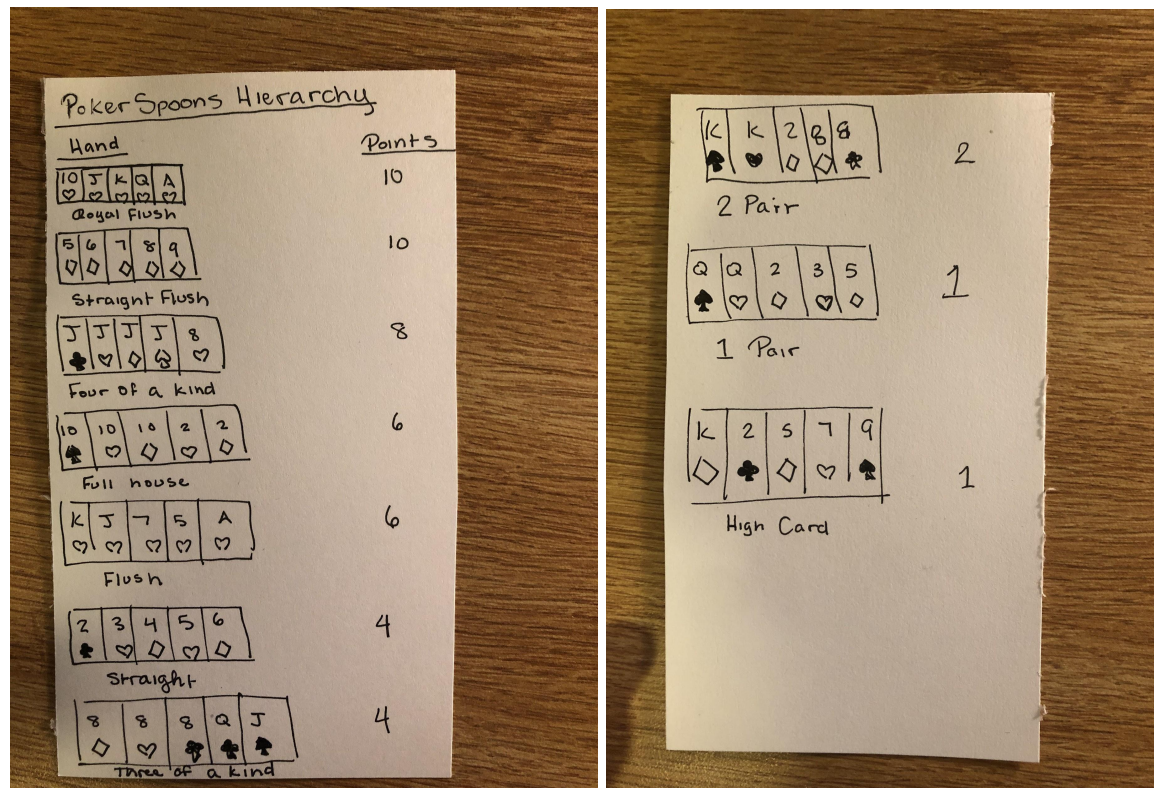
	N	F	H
1	6	4	0
2	0		2
3	4	1	0
4			
5			
T	10	11	2

Score

In this playtest, we found that the game was difficult to understand if you had never played spoons before or were unfamiliar with the poker hierarchy. We also decided that it may be too difficult to collect some of the hands, and would be better played with two decks of cards.

Playtest 2:

In this playtest, I played my game with my suite. Just like the first one, my suitemates had difficulty learning the poker hierarchy, so I created cards that had the list of hands and their point worth on them I could hand out to each of the players. In this playtest, I found that it was a quicker and more intense game with more cards, and we played with a single deck afterwards to compare the two and they agreed.



Poker Hierarchy Handout