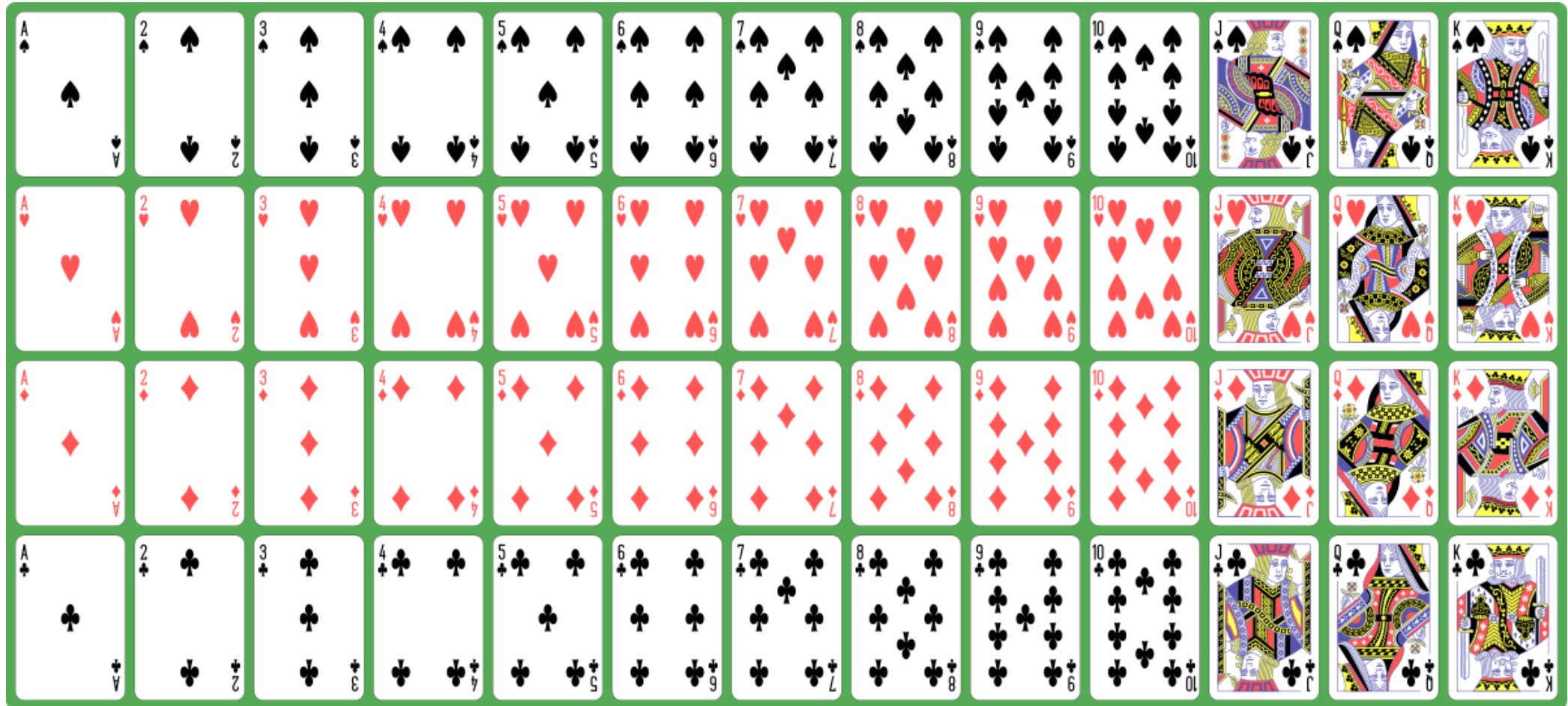


Card Games

For Grade 12 - Project Two



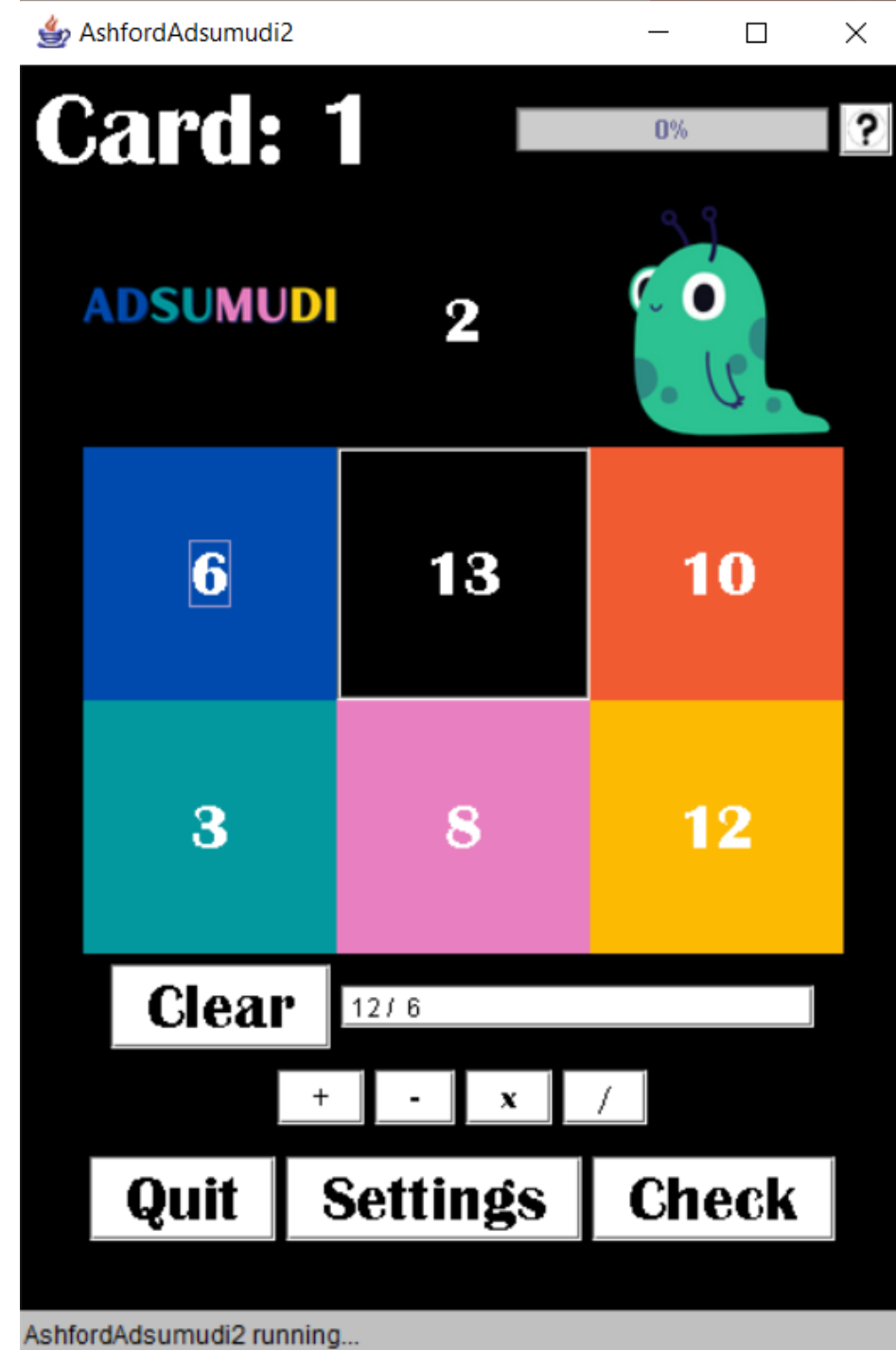
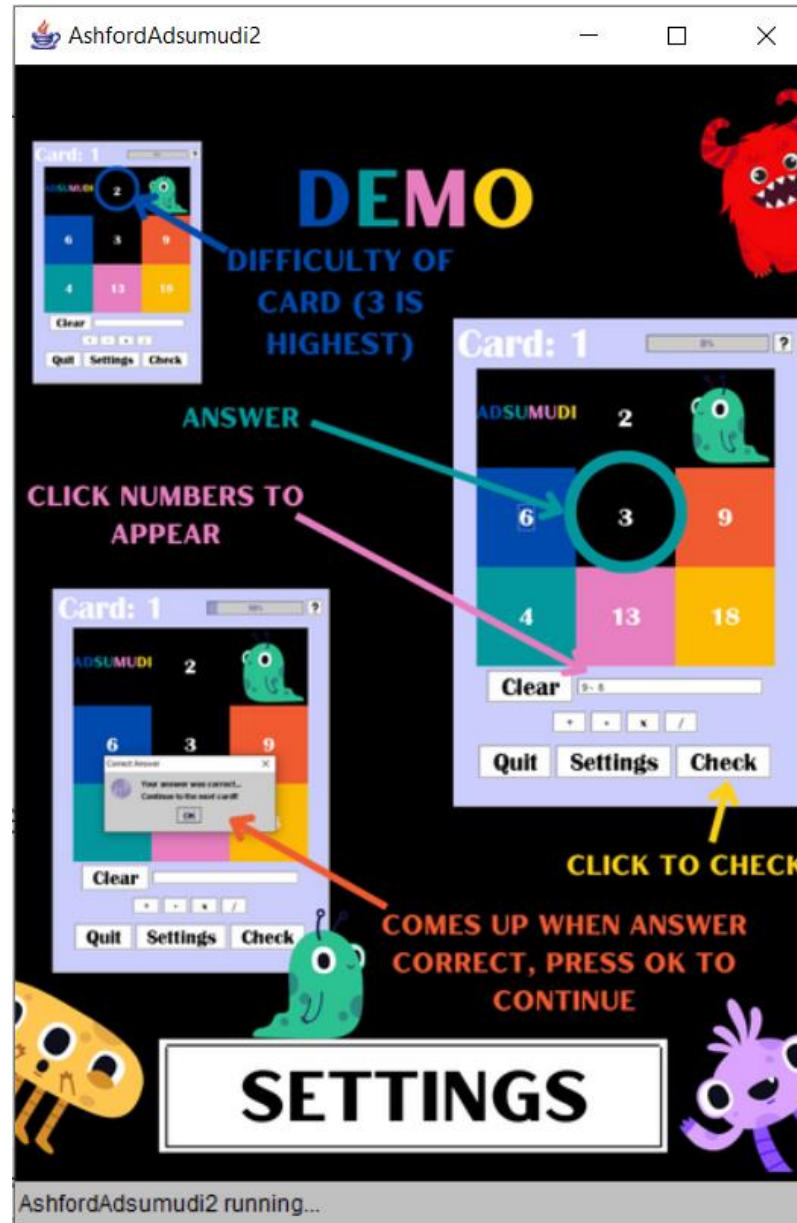
Adsumudi



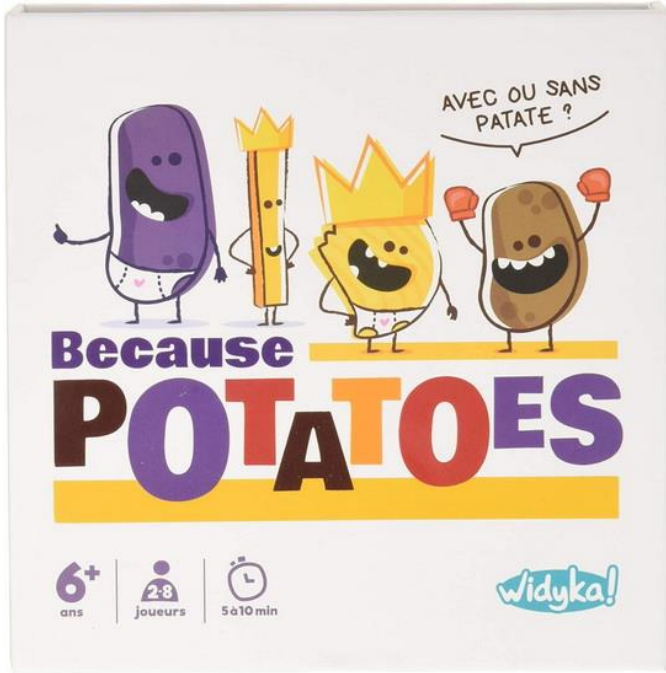
Add-ons:
(1)
Calculator
(2)
Marking
Answer

Instance variables:

```
private int stars;  
private int navy;  
private int cyan;  
private int pink;  
private int yellow;  
private int orange;  
private int black;
```



Because Potatoes

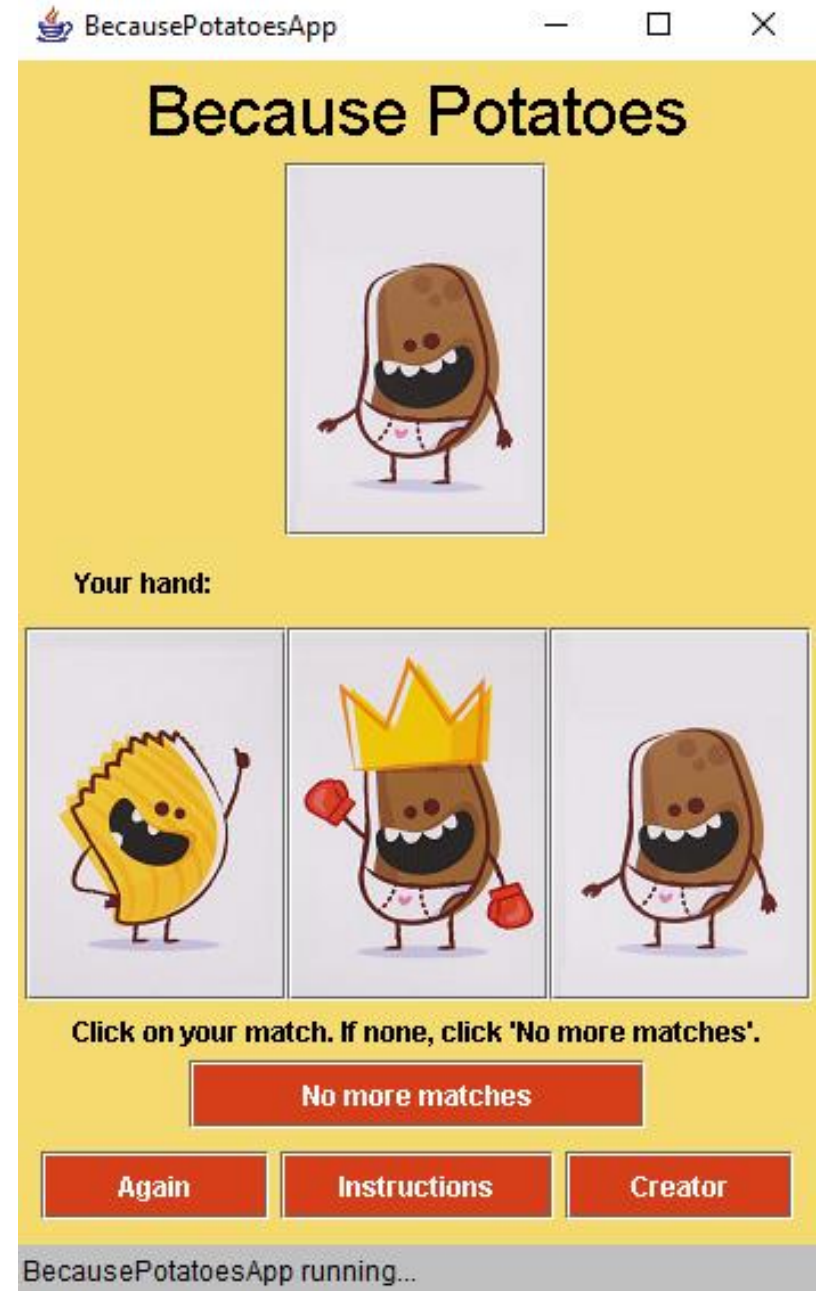


Each turn, place a card that has something in common with the last card on the table, should it be crowns, boxing gloves, pantsies or nothing at all. Win the trick by placing the potato which has a common point with the previous one but no common point with the starting potato, and yell "Because potatoes"!

Add-ons:

- (1) Multiple cards on the screen.
- (2) Marking Answer

Instance variables:
private char type;
private boolean crown;
private boolean gloves;
private boolean underpants;



Beagle or Bagel?



Add-ons:
(1) Multiple cards
on the screen.
(2) Marking
Answer

Instance variables:
char which (e or a)
int PicNum

Beagle or Bagel?

Are there more beagles
or bagels on the screen?



More Beagle

More Bagels

Choose one of the above.

New
Card

Shuffle

Reset

Instructions

Player 1 - 000

Player 3 - 000

Player 2 - 000

Player 4 - 000



Big Screen, Little Sentences

Guess the Big Blockbuster summed up by each little sentence.

HARD

Reclusive adopted teenager
discovers the importance of a
haircut

Answer?

Tangled

That is correct. 2 guesses.

New
Cards

Shuffle

Reset

Instructions

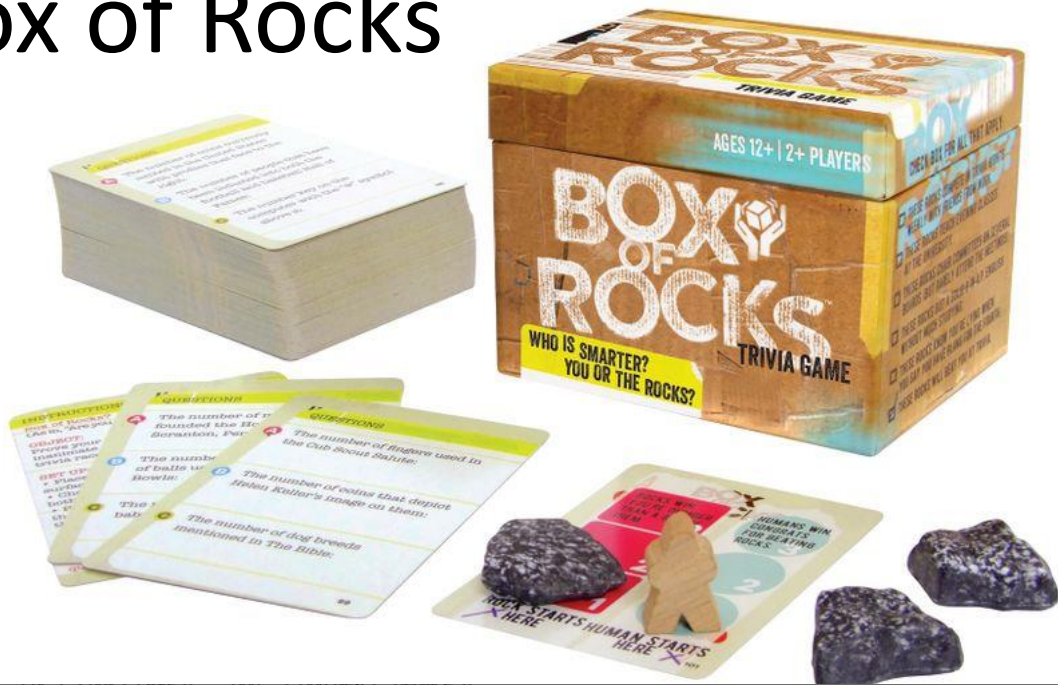
Player 1 - 000

Player 3 - 000

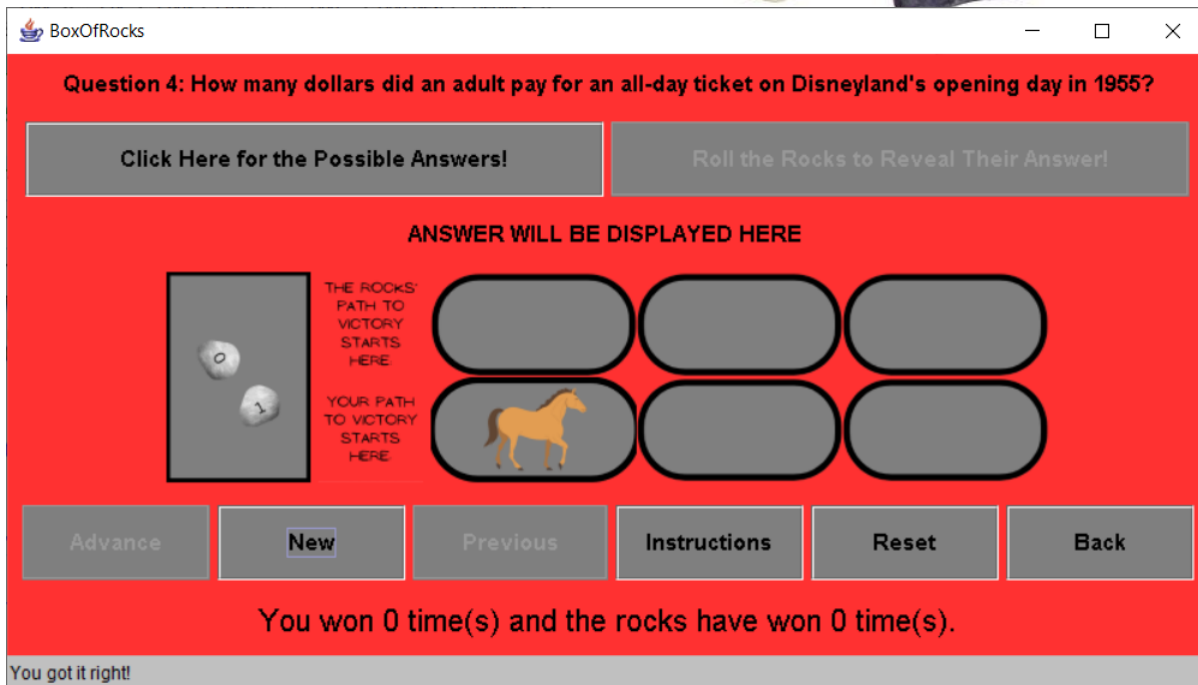
Player 2 - 000

Player 4 - 000

Box of Rocks



Add ons:
(1) Additional
object: Rock
(2) Opportunity to
make board



Instance variables:
String question
String reason
Int answer

Brain Paint



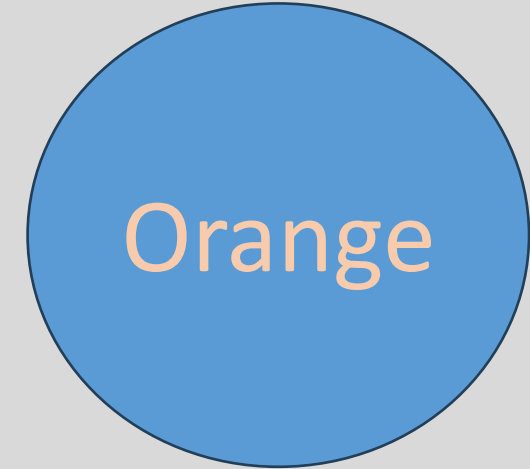
A card appears. The first person to name the colour, not the word on the card wins a point.

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

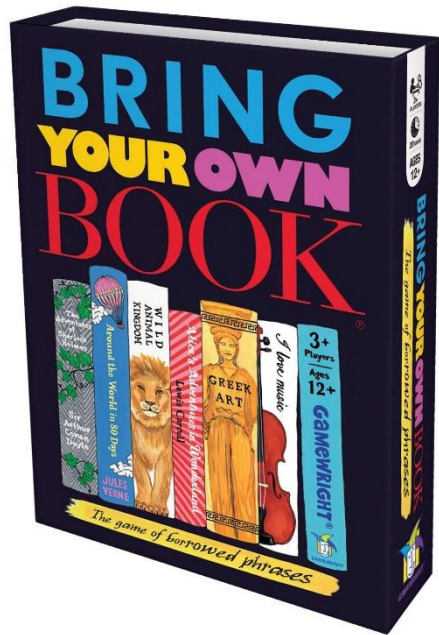
New
Card

Shuffle

Reset
score

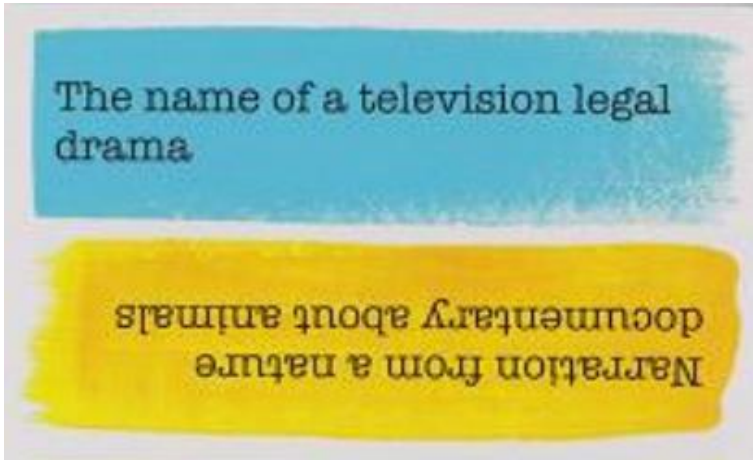
Instructions

Bring your own Book



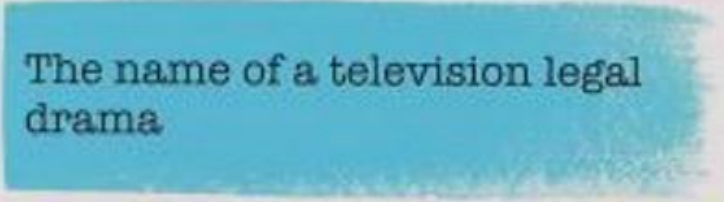
It's easy. Players take turns drawing prompts from the deck, then race to find the best phrase in their own book that satisfies the prompt. Since you can use a different book each time, you can play it with any audience, and there's a practically infinite supply of source material.

What's the tastiest “name for a candy bar” in that history textbook you're reading for school? How quickly can you find “lyrics from a country western song” in your dog-training guide? What kind of “advice for graduating seniors” will appear in your anthology of limericks?



Instance variables:
int picnum

Bring Your Own Book



Players: Fill in your answers.

Player 1:	<input type="text"/>
Player 2:	<input type="text"/>
Player 3:	<input type="text"/>
Player 4:	<input type="text"/>

New Card	Erase All Answers
Shuffle & Reset Scores	Instructions
Player 1 - 000	Player 3 - 000
Player 2 - 000	Player 4 - 000

CardLine: Animals

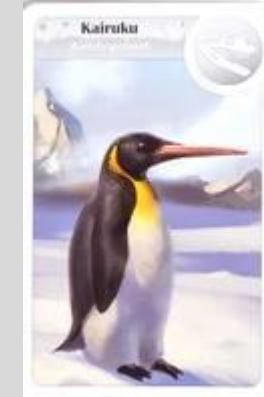


Players are given two card which show the statistics and are ordered correctly. They are given a third card, and a statistic type. They must choose where it goes in the line.

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

Card Turnover



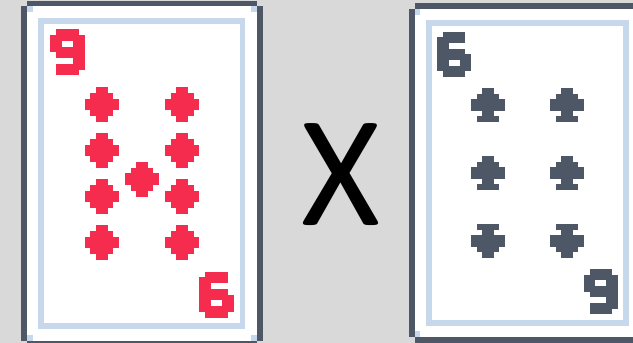
Add ons:
(1) Two cards on screen
(2) Check answer

Flip two cards from the deck. The first student to multiply (or add, depending on what you want to practice) them correctly and call out the answer wins and takes both cards. Play continues until all the cards are gone, and the winner is the one with the most cards.

Instance variables:
`int picnum`
`int value`

Card Turnover

Multiply the cards.



Type your answer and press done.

Answer?

54

Done

Give up

That's right!

New Card

Erase All
Answers

Shuffle & Reset
Scores

Instructions

Player 1 - 000

Player 3 - 000

Player 2 - 000

Player 4 - 000

Charity Party

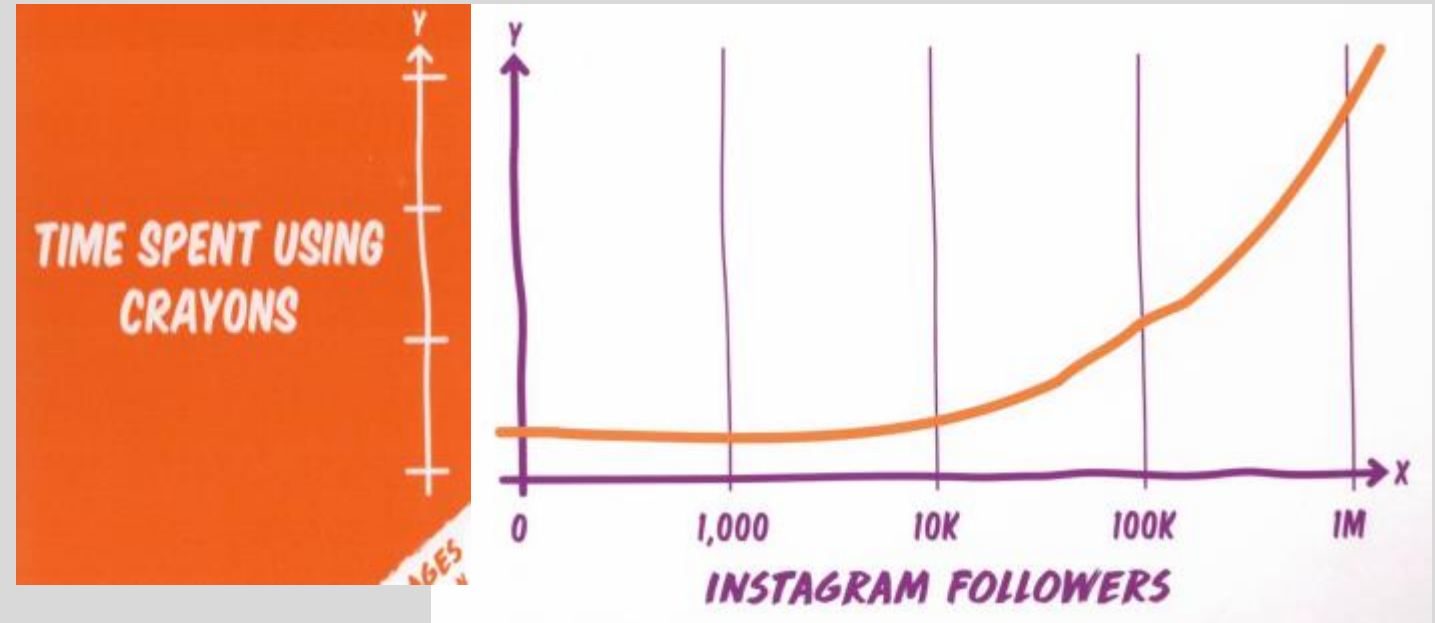


- Add-ons
- (1) Two card classes, two stacks
 - (2) Settings page for names

Instance variables:
`int picnum`

Charity Party

Click on each component (scale or graph) to change it.



New Card

Erase All
Answers

Shuffle & Reset
Scores

Instructions

Player 1 - 000

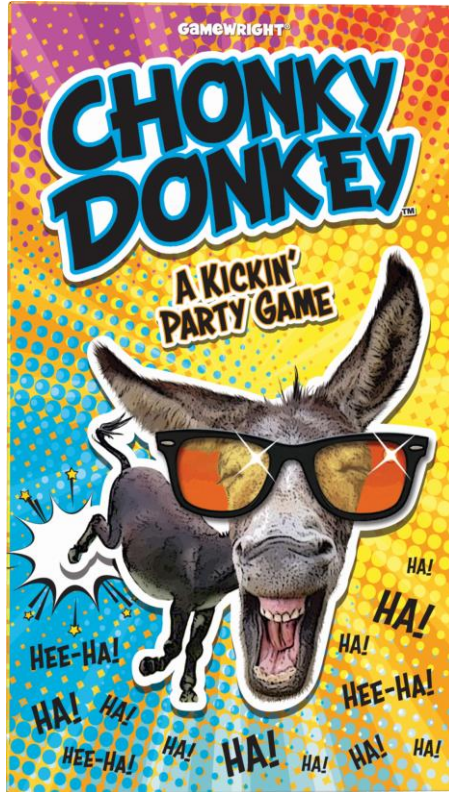
Player 2 - 000

Player 3 - 000

Player 4 - 000

The goal is to choose the funniest combination of scale (orange) with chart (white).

Chonky Donkey



The goal is to read the funny combination aloud without laughing.

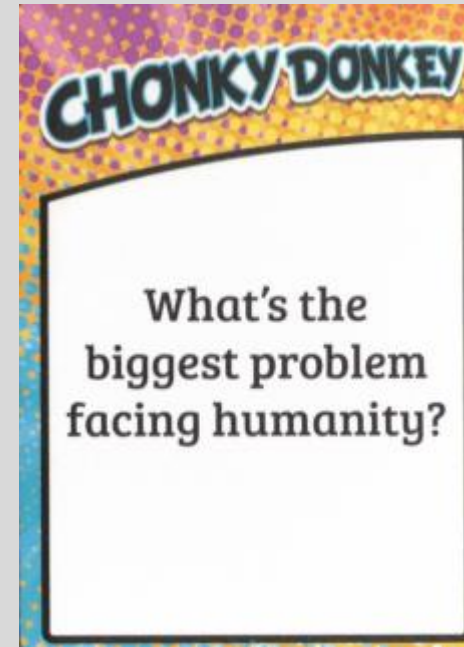
Add-ons

- (1) Two card classes, two stacks
- (2) Settings page for names

Instance variables:
int picnum

Chonky Donkey

Player 1: Read these aloud without laughing.



New Card

Determine Winner

Shuffle & Reset Scores

Instructions

Player 1 - 000

Player 3 - 000

Player 2 - 000

Player 4 - 000

Code Breakers



Code Breakers

It is Player 1's Turn

Category: Film

The L of the R

Type your answer and press done.

Answer? The Lord of the Rings

Done

Give up

That's right!

New Card

Pass to Next
Player

Shuffle & Reset
Scores

Instructions

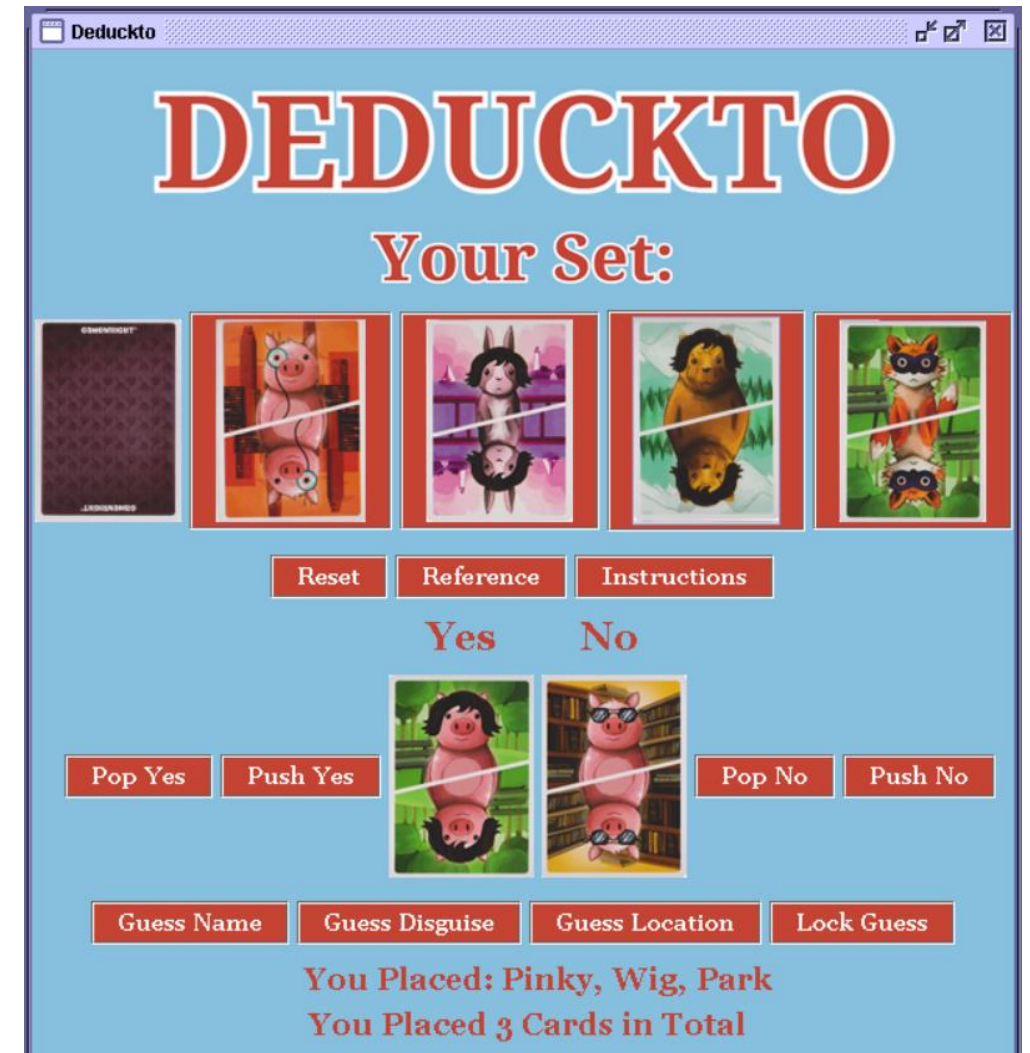
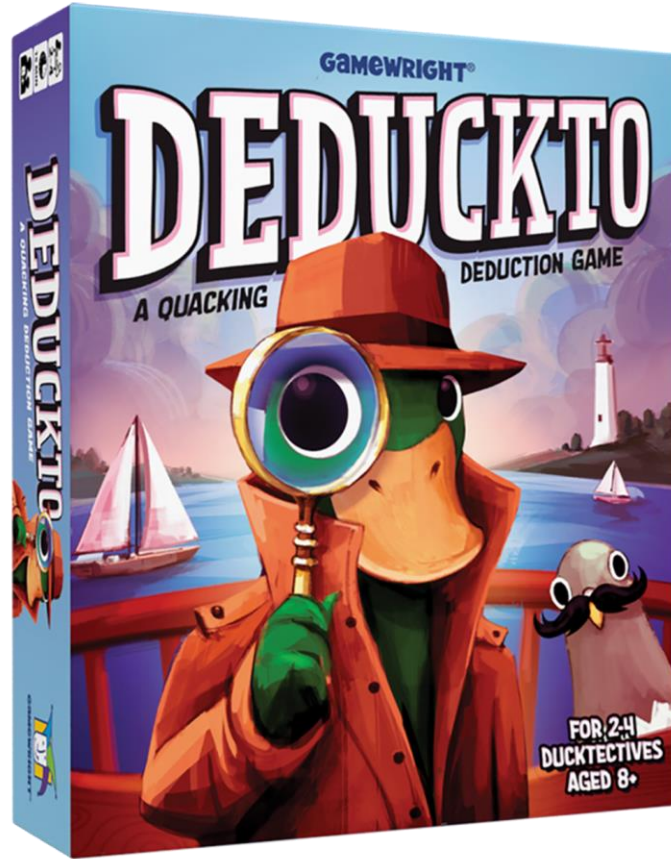
Player 1 - 000

Player 3 - 000

Player 2 - 000

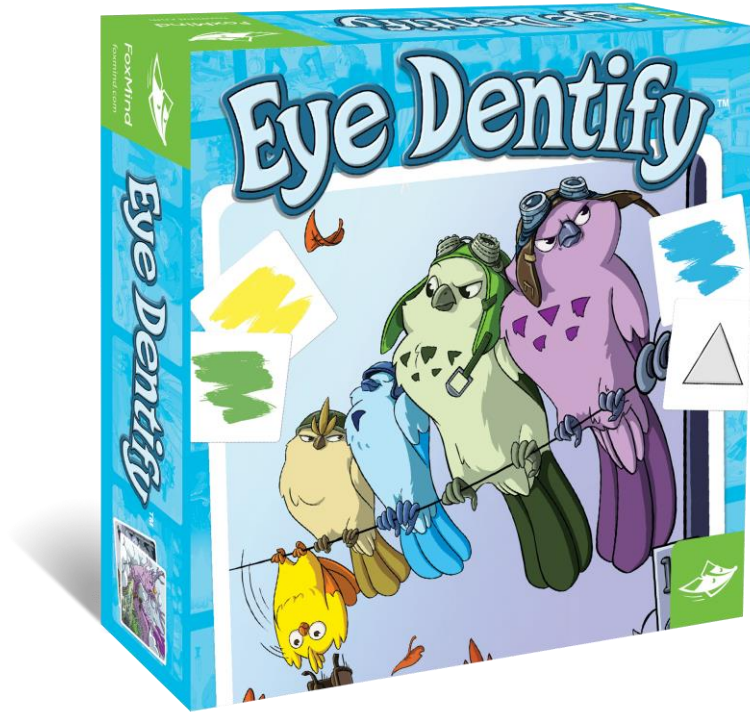
Player 4 - 000

Deduckto



private String name;
private String disguise;
private String location;

Eye Dentify



Add-ons

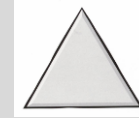
- (1) Two card classes, two stacks
- (2) Settings page for names

Instance variables:
`int picnum`

Eye Dentify

Who is first to find the object in the picture?

Object to find:



Player 1 - 000

Player 3 - 000

Player 2 - 000

Player 4 - 000

New
Card

Shuffle

Reset

Instructions

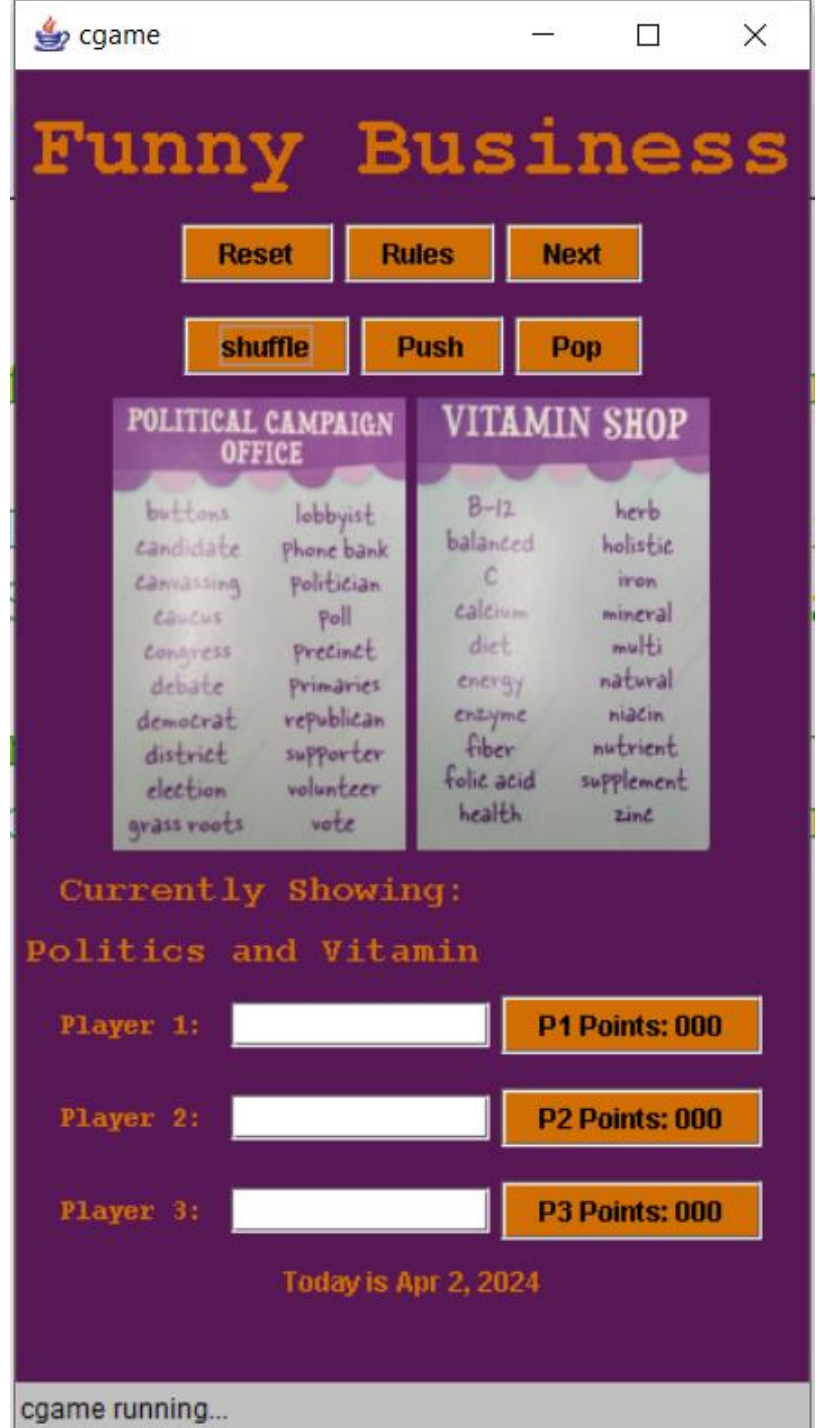
Funny Business

Imagine if a bakery merged with barber shop. What would you call the new business? Bread Heads?... Cookie Cutters?... How about Shave 'n Cream? Think up these and other creative answers in this hilarious party game where naming is the name of the game. Randomly select two different business cards and then try to come up with a clever name for their unlikely merger. If your name wins the most votes, you're the boss!

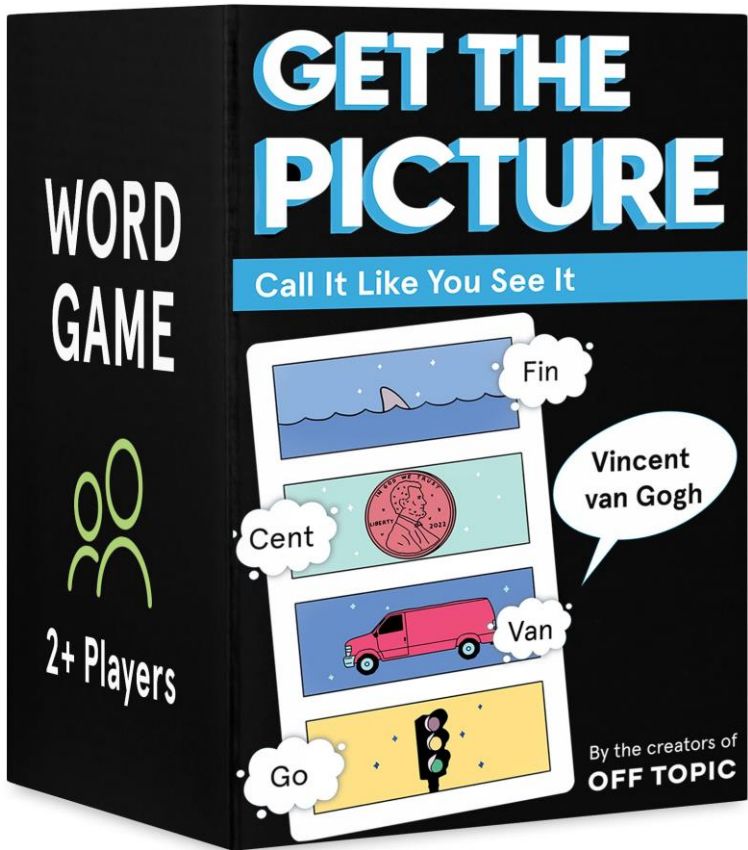
Add-ons:

- (1) Use of settings page for names
- (2) Multiple Cards on Screen

Instance variables:
Int picnum
String storename



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?

That's right!

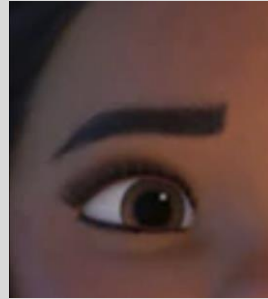
Guess By Eye

Add-ons:
(1) Making own
cards
(2) Marking
Answer
(3) Hint

Instance variables:
char ans (a, b or c)
int picnum
String ansA
String ansB
String ansC

Guess By Eye

Which Disney Character is this?



Choose one of the below.

A. Isabella

B. Raya

C. Moana

New
Card

Shuffle

Hint

Instructions

Player 1 - 000

Player 3 - 000

Player 2 - 000

Player 4 - 000

Guess By Eye

Which Disney Character is this?



You got it!

A. Isabella

B. Raya

C. Moana

New
Card

Shuffle

Hint

Instructions

Player 1 - 000

Player 3 - 000

Player 2 - 000

Player 4 - 000

Guess Song Emoji

Add-ons:

- (1) Making own cards
- (2) Marking Answer
- (3) Hint
- (4) Give up button

Instance variables:

int picnum

String ans

String group

Guess Song Emoji

Which song title is shown in this emoji?



Type your answer and press done.

Answer?

Dynamite

Done

Give up

That's right.

It was Dynamite by BTS.

New
Card

Shuffle

Hint

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

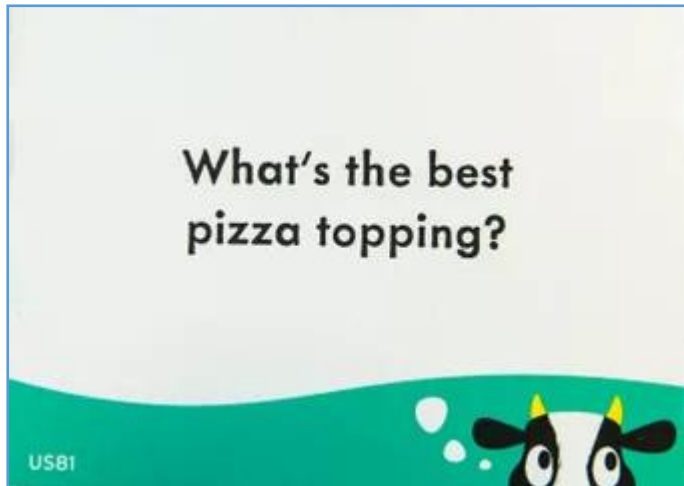
Reset score

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

Hit or Miss



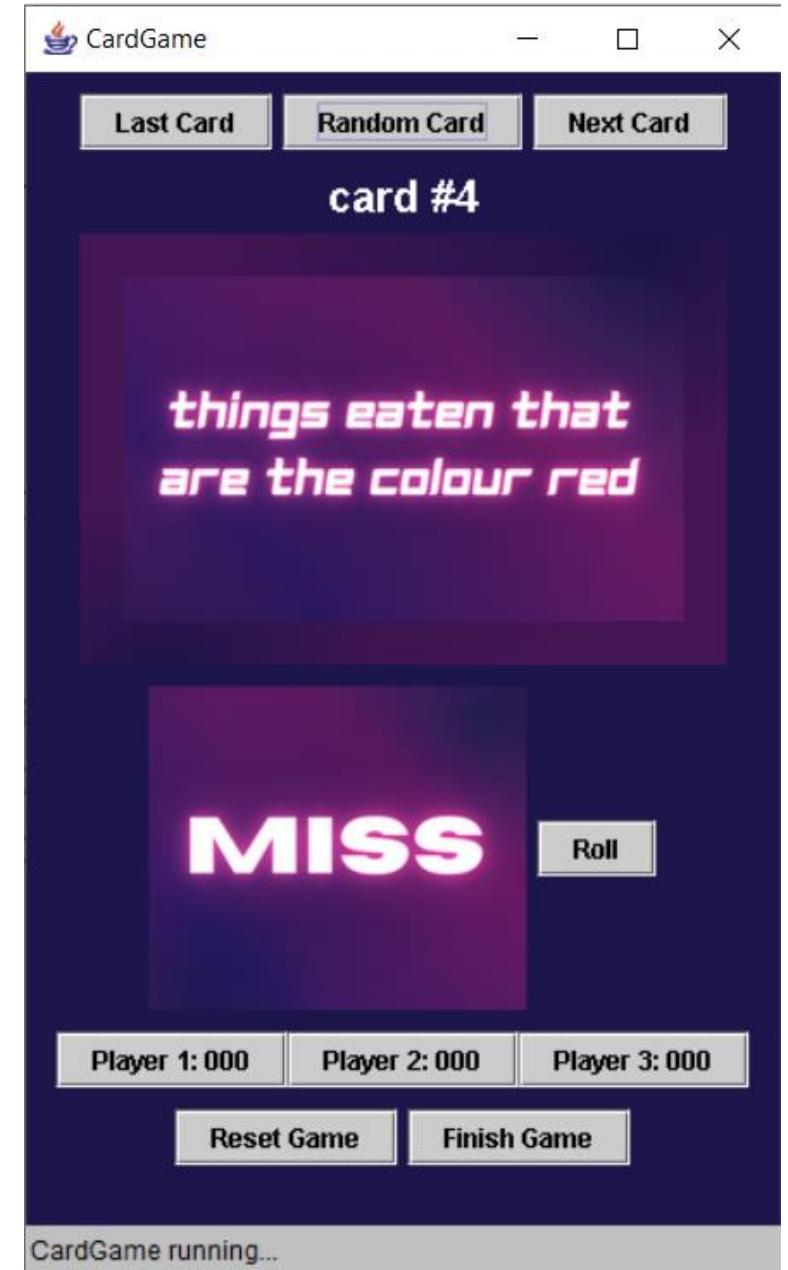
GAMEWRIGHT®
H!T OR M!SS™
The Game Where Great Minds Think Alike

Sharpen your pencils — and your intuition — for this “can’t miss” party game! Draw a category card and quickly list as many related words as possible before time runs out. Then take turns rolling the die — if it lands on HIT, pick a word that you think everyone wrote; if it lands on MISS, pick one that only you wrote. Predict your opponents’ answers to score the most points and hit it big with a win!

AGES 10+  **15 MINS**  **3-8 PLAYERS**

CONTENTS:
158 cards
1 custom die
1 sand timer
Rules of play

GAMEWRIGHT, 70 BRIDGE STREET, NEWTON, MA 02458



CardGame

Last Card Random Card Next Card

card #4

things eaten that are the colour red

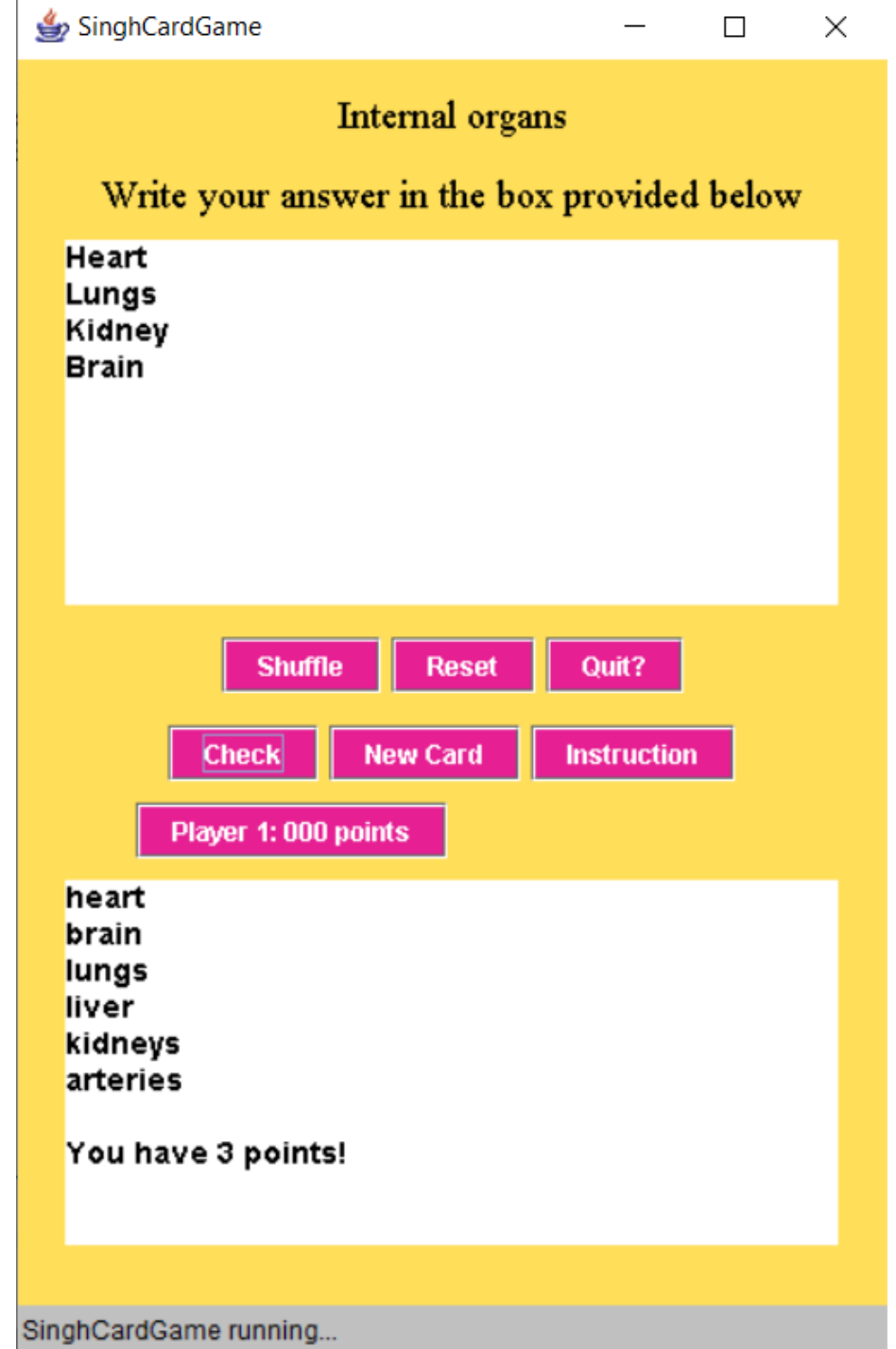
MISS Roll

Player 1: 000 Player 2: 000 Player 3: 000

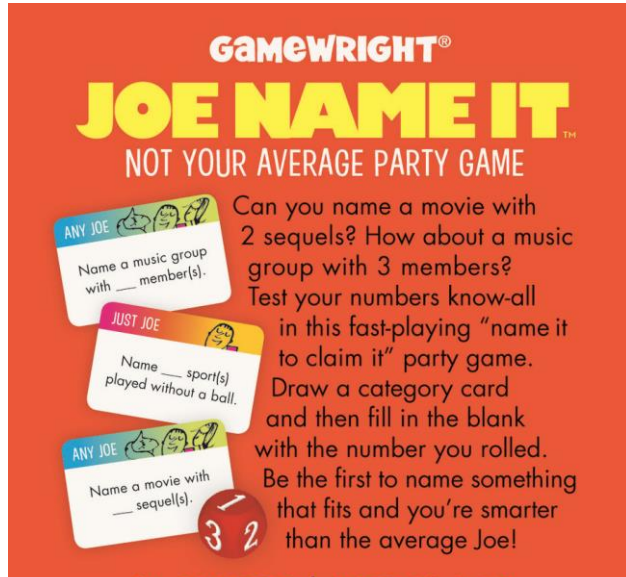
Reset Game Finish Game

CardGame running...

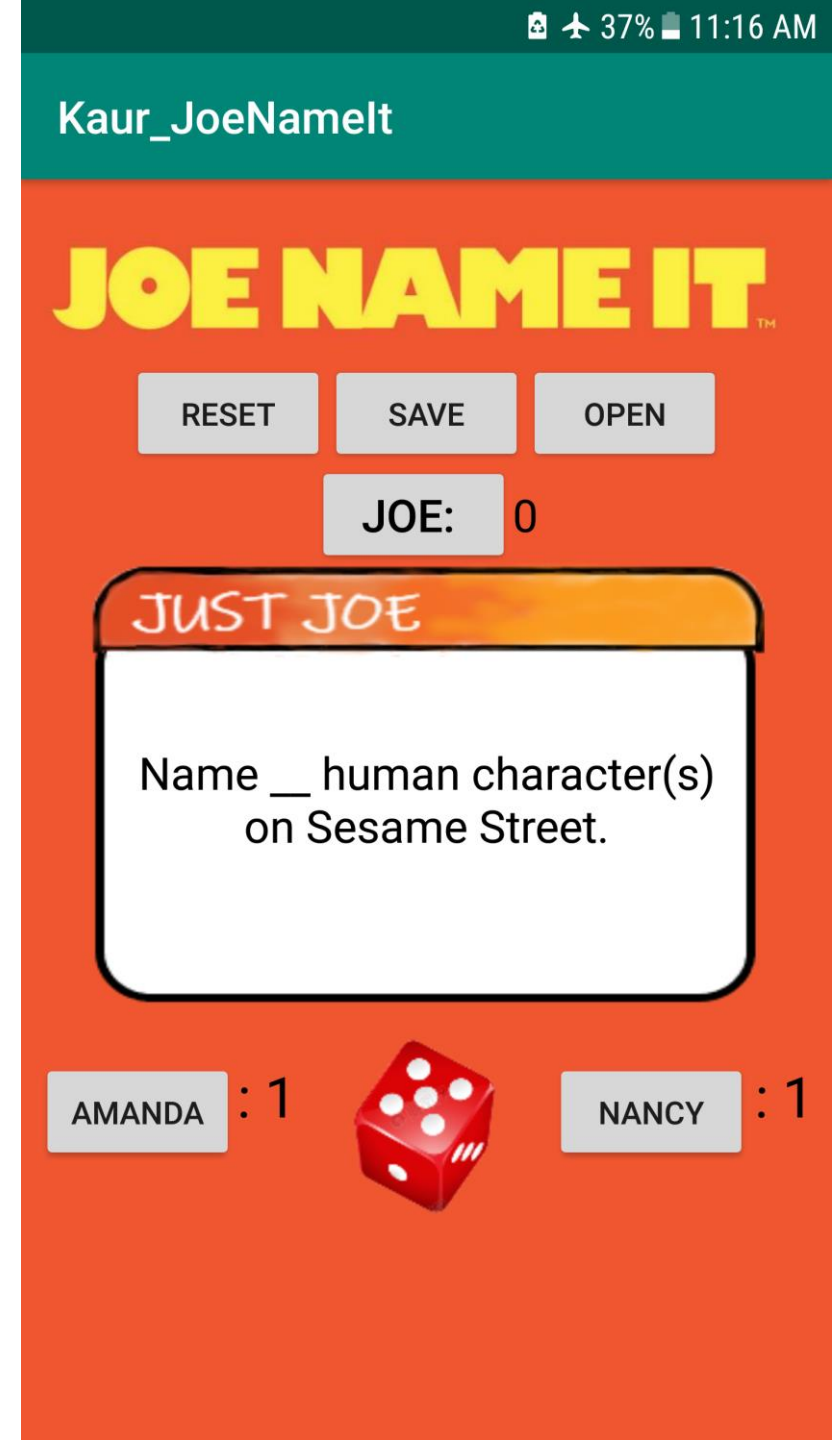
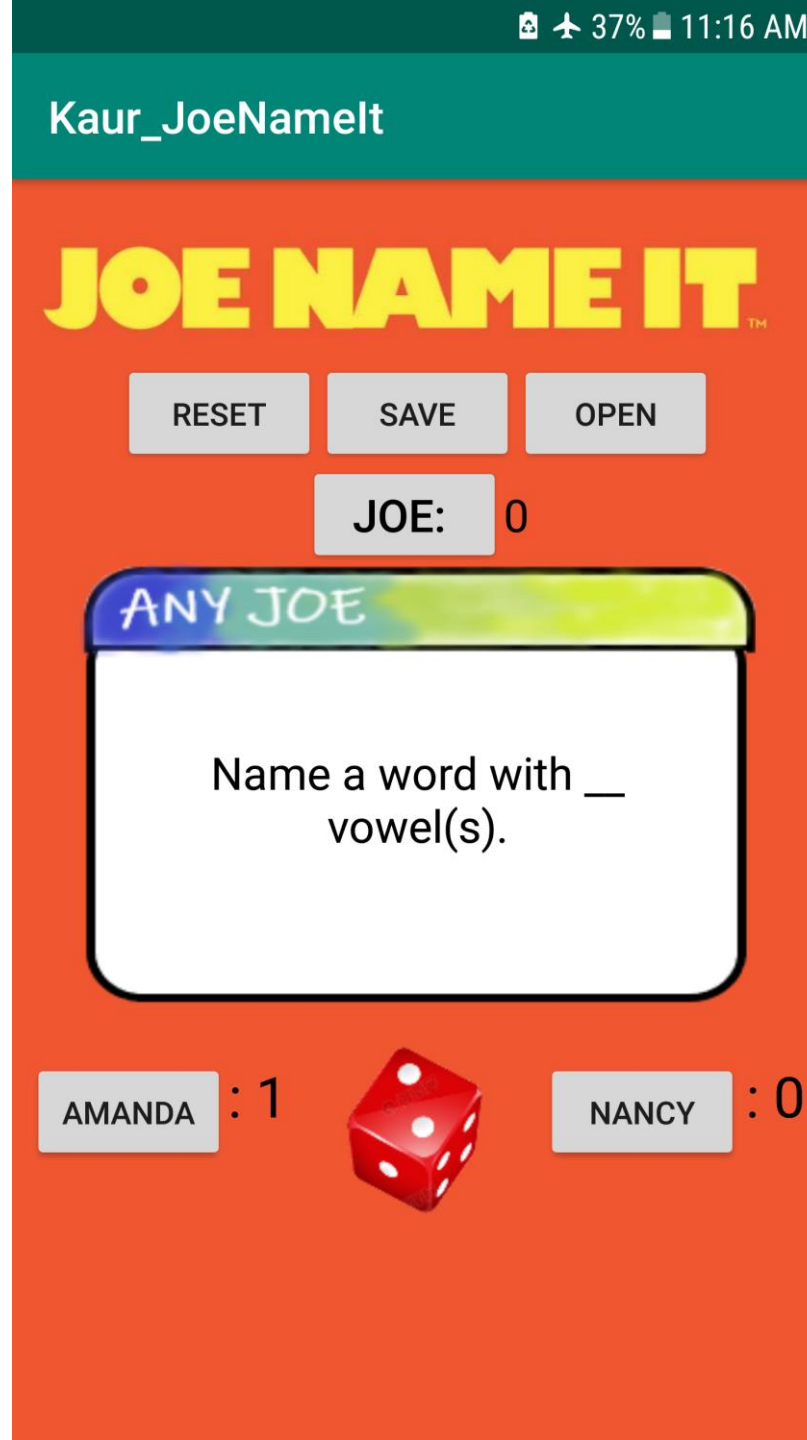
Hit List



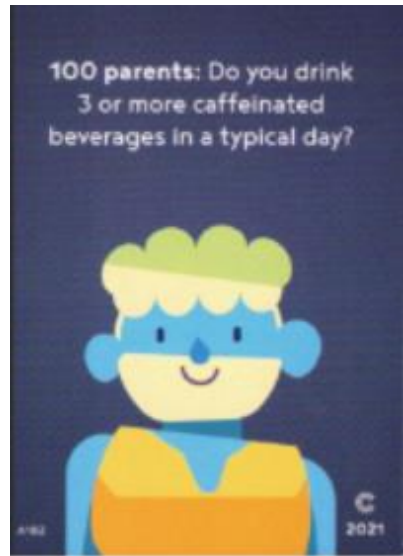
Joe Name It



Needs a Dice Object too.



Keep It 100



CardGame

Keep it 100

[Instructions](#)

100 people under 25:
Do you know how to restart your router?

100 sports fans:
Do you regularly watch games on TV?

100 people under 25:
Do you usually make your bed each day?

100 married people with no kids:
Do you have any pets?

100 people under 25:
Do you often watch TV and movies with the subtitles on?

Reset

Shuffle/Deal

Player 1: 0

Player 2: 0


Hint

Confirm

Finished Game

A game of parsing the human condition 100 people at a time.

KEEP IT 100



100 people under 25:
Do you know how to restart your router?

87

93% of people over 40 said yes.

100 sports fans:
Do you regularly watch games on TV?

97

60% of sports fans report regularly attending live sporting events.

100 people under 25:
Do you usually make your bed each day?

37

12% said they never make their bed.

100 married people with no kids:
Do you have any pets?

76

7% of all respondents reported having 4 or more pets.

100 people under 25:
Do you often watch TV and movies with the subtitles on?

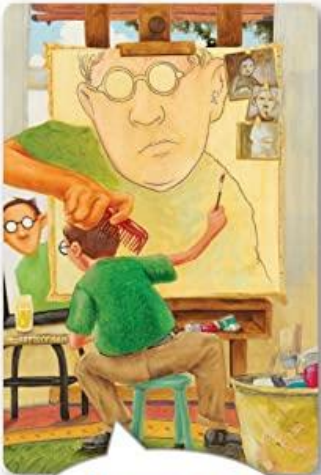
81

59% of people over 40 said yes.

Last Letter



UMBRELLA!



ARTISTIC!



CREATION!

Opportunity to
use String
functions.

Linkee



1 What nationality was artist Claude Monet?

2 What are Ossau-Iraty, Taleggio, and Edam?

3 Stripping off your clothes and going swimming is also known as what-dipping?

4 Parents sometimes tell their kids: "Eat your crusts, or your hair won't grow what"?

CLUE
The ultimate way to cook a potato!

LINKEE

153

1 What nationality was artist Claude Monet?
French

2 What are Ossau-Iraty, Taleggio, and Edam?
Cheese

3 Stripping off your clothes and going swimming is also known as what-dipping?
Skinny

4 Parents sometimes tell their kids: "Eat your crusts, or your hair won't grow what"?
Curly

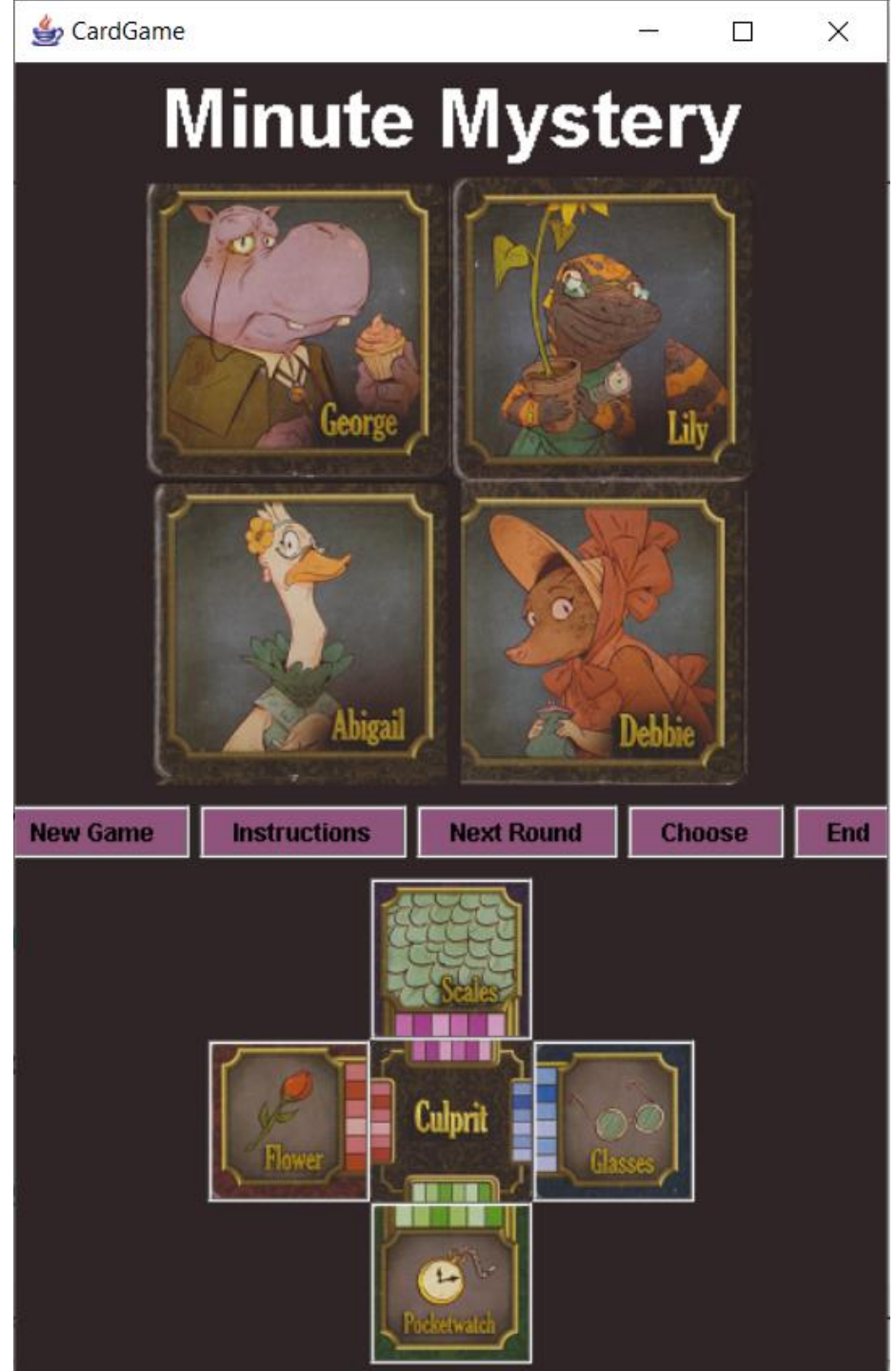
CLUE
The ultimate way to cook a potato!

LINKEE

Fries

153

Minute Mystery



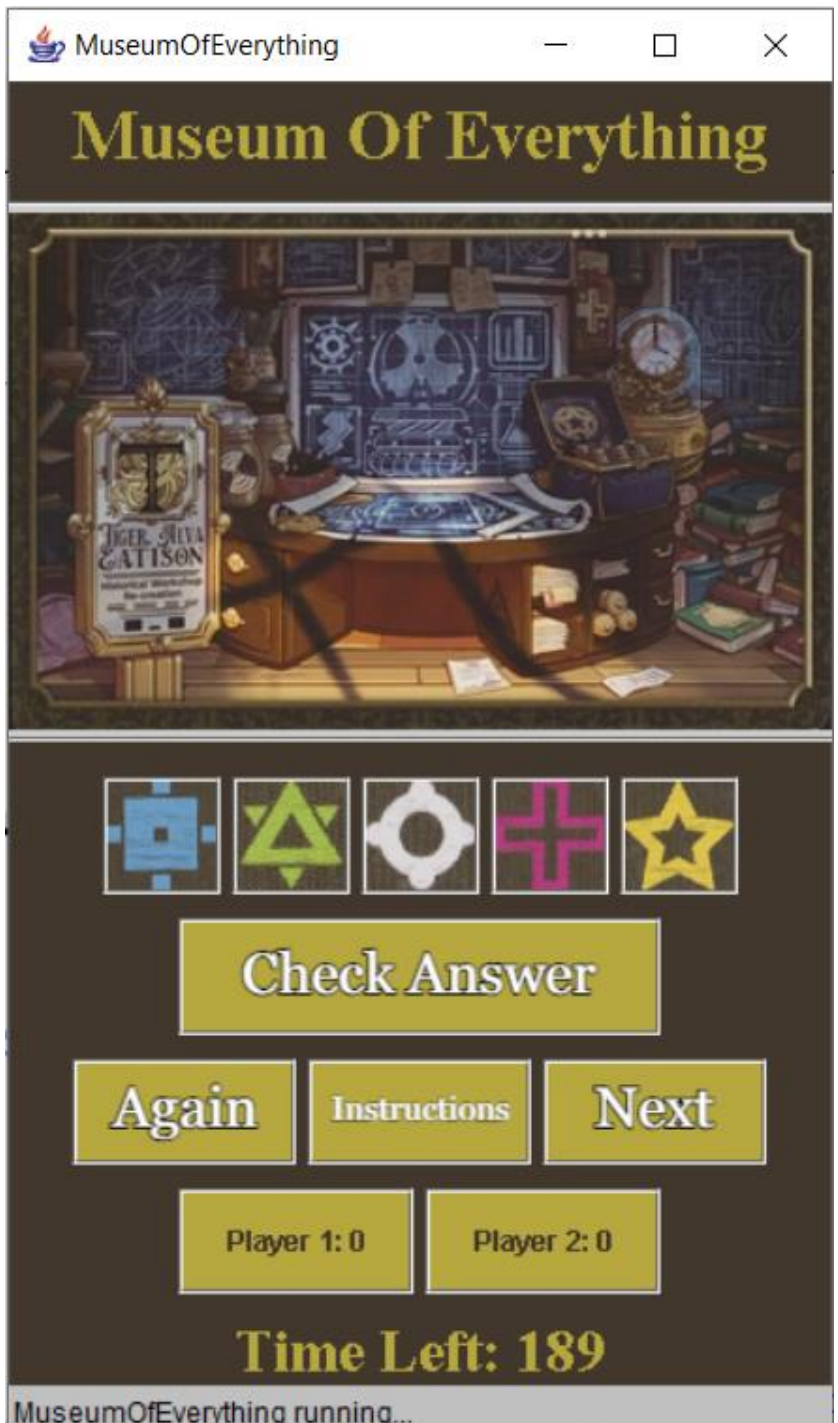
Museum of Everything

Instance variables:
private String levelName;
private int blueAnswers;
private int greenAnswers;
private int whiteAnswers;
private int pinkAnswers;
private int yellowAnswers;

Zoomed In Picture



OK



A Murder of Crows

Press the button to get a new murder.

New Murder



A hot wind tormented the twilight on Ravenwood Drive when Petunia Nightshade, over a bad real estate deal, used a frozen turkey to bludgeon Samuel Scratchpad.

Player 1 - 000

Player 2 - 000

Player 3 - 000

Player 4 - 000

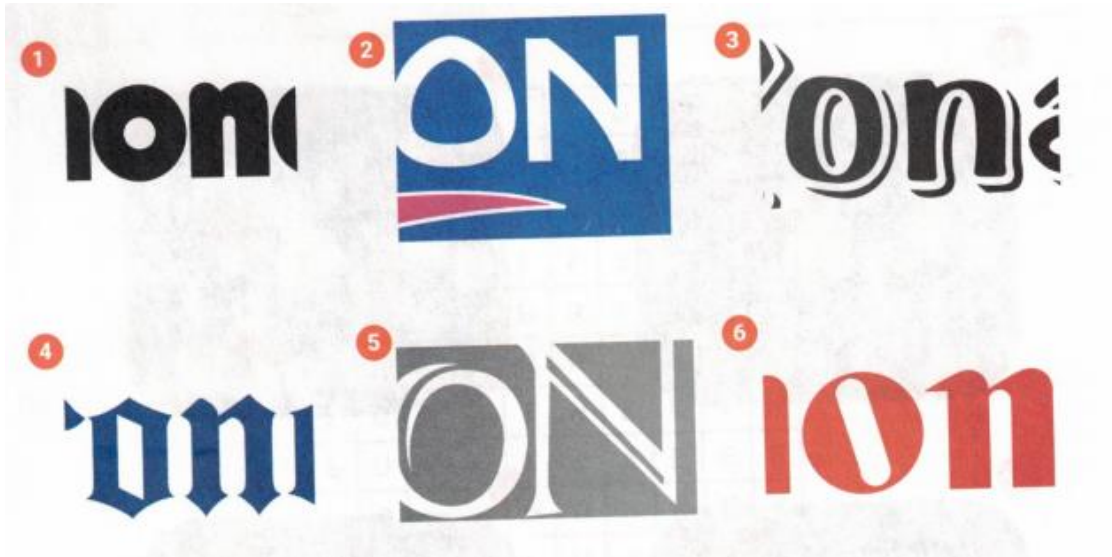
New
Cards

Shuffle

Reset

Instructions

On Brand



Add-ons:

(1) Can check
answer

(2) Give up button

On Brand

Which company has this “on” in
their logo?



Answer?

OnStar

That is correct. 2 guesses.

New
Cards

Shuffle

Reset

Instructions

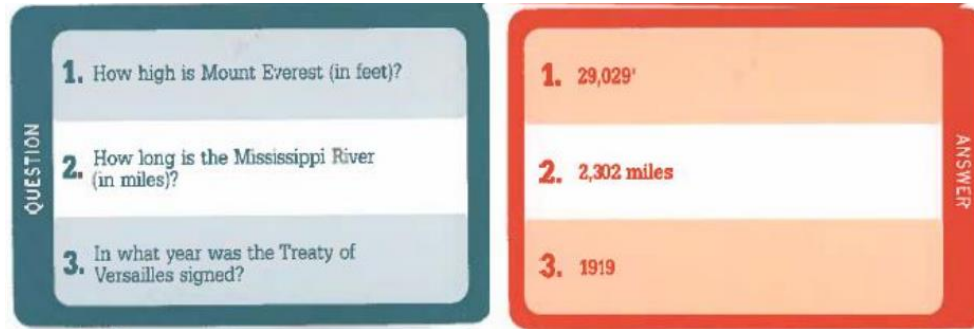
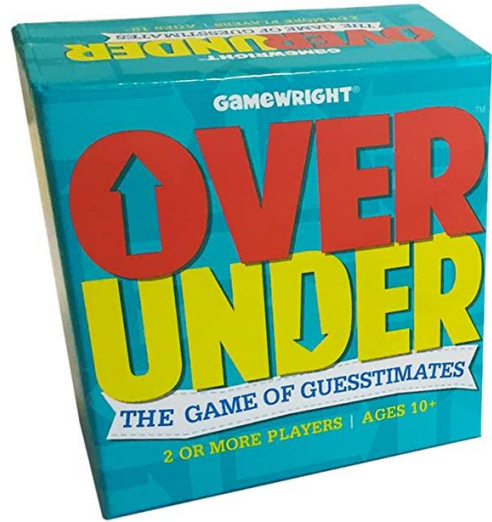
Player 1 - 000

Player 3 - 000

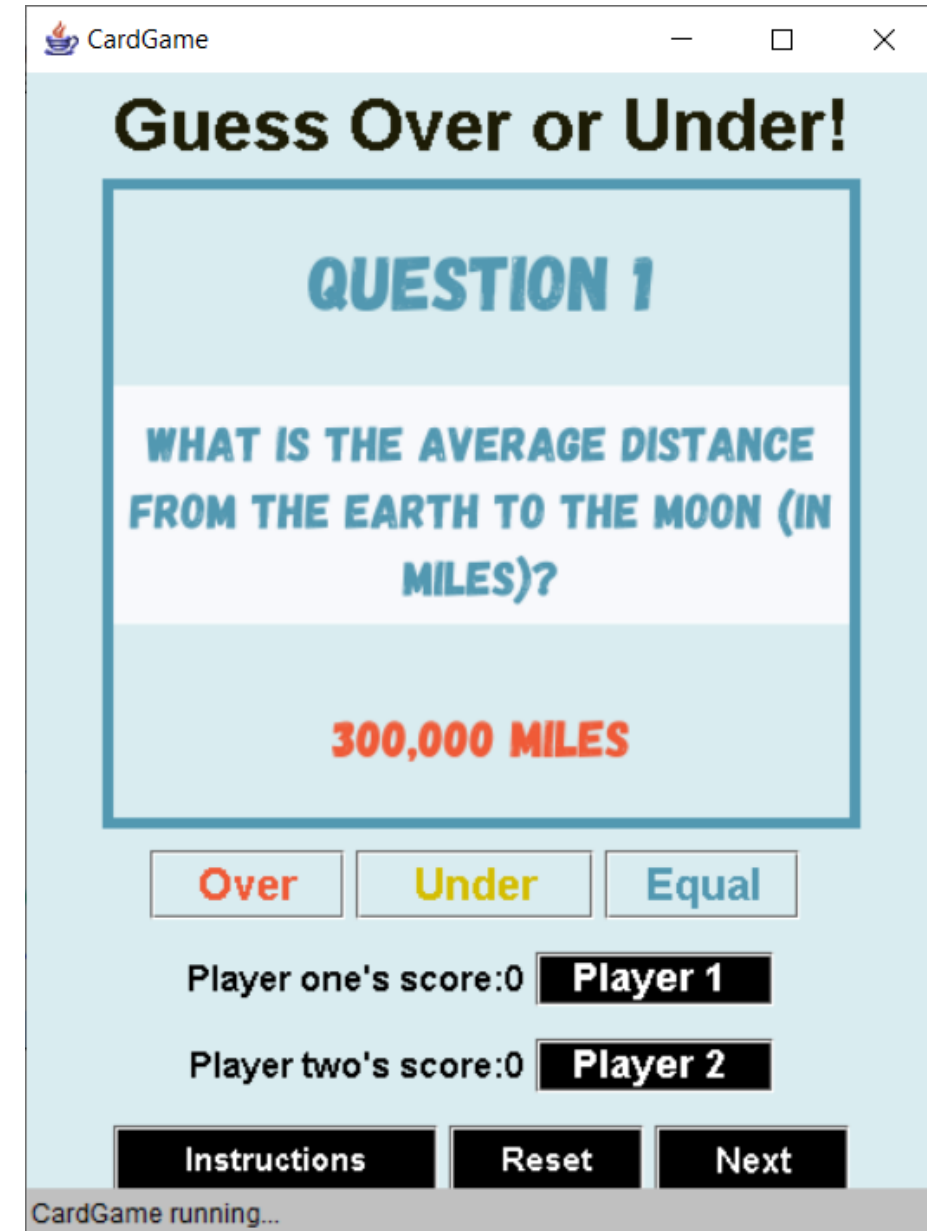
Player 2 - 000

Player 4 - 000

Over Under



Additional
Coding in the
Over/Under



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:

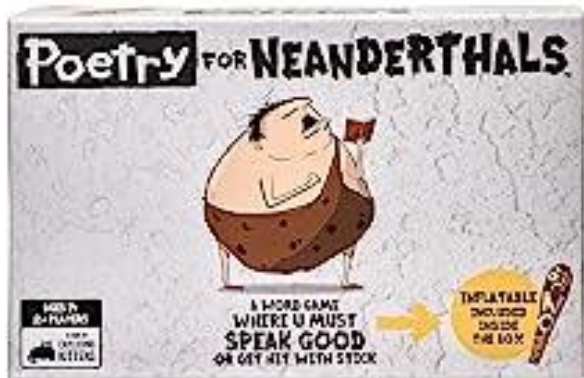
Player 1 - 000

Player 3 - 000

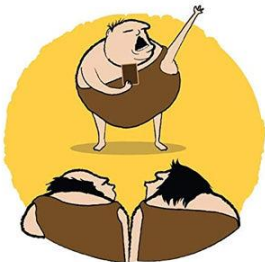
Player 2 - 000

Player 4 - 000

Poetry for Neanderthals



You're given
a word



You have to
get your
team to guess
that word



But you can
only speak in
**SINGLE
SYLLABLES**



If you
accidentally
say a **big word**



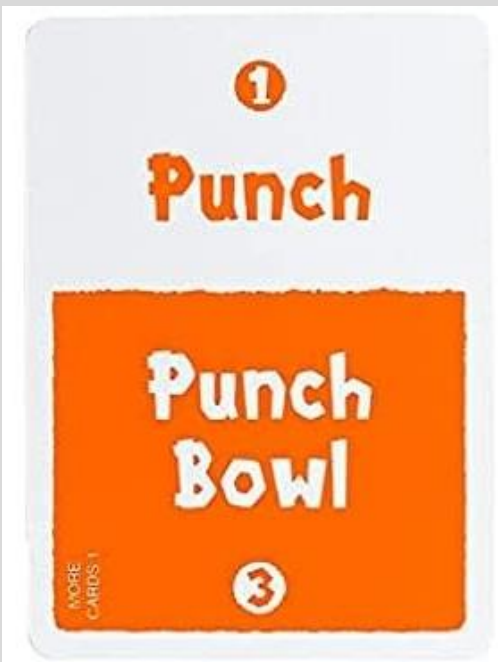
then you
get hit with
the **NO** Stick.



And you
lose points.

Poetry for Neanderthals

Describe using only one-syllable words.



New
Cards

Shuffle

Reset

Instructions

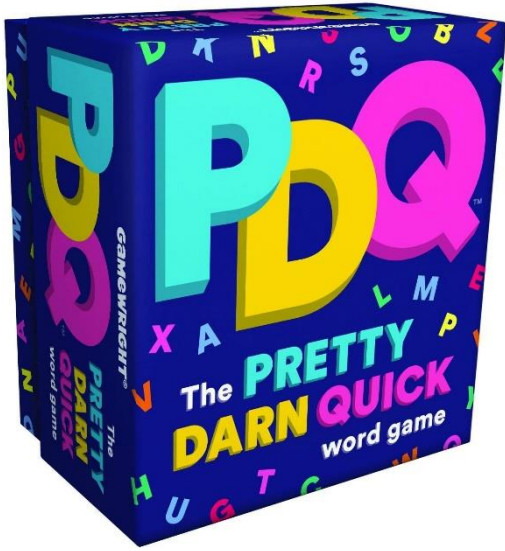
Player 1 - 000

Player 3 - 000

Player 2 - 000

Player 4 - 000

Pretty Darn Quick



Add-ons:

- (1) Opportunity to use String functions.
- (2) Multiple Cards on Screen

Instance variables:
char letter
int points

Pretty Darn Quick

Think of a word that contains these letters, in this order. Other letters may be in between them.

R

N

G

Answer?

orange

Done

That is correct! 45 points.

New
Cards

Shuffle

Reset

Instructions

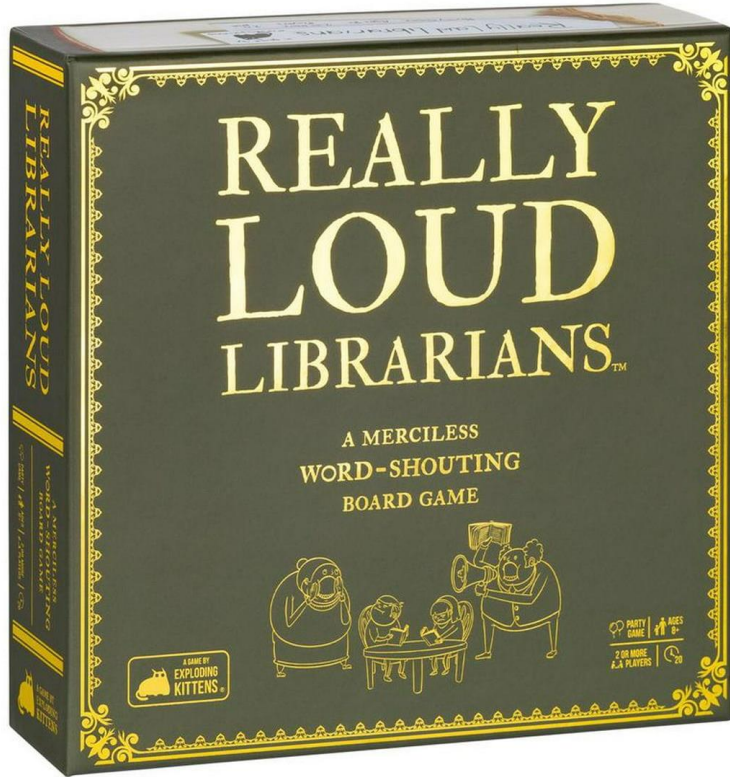
Player 1 - 000

Player 3 - 000

Player 2 - 000

Player 4 - 000

Really Loud Librarians



Really Loud Librarians

Think of a word that matches the description.

New
Cards

Shuffle

Reset

Instructions

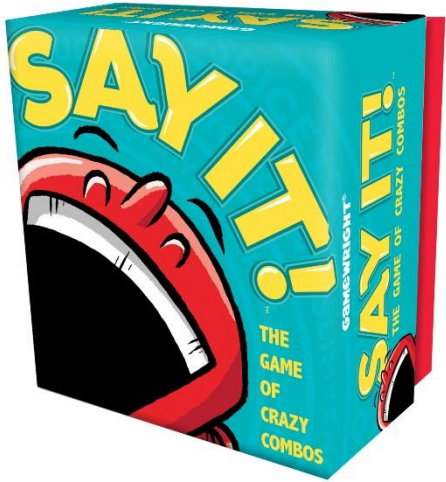
Player 1 - 000

Player 3 - 000

Player 2 - 000

Player 4 - 000

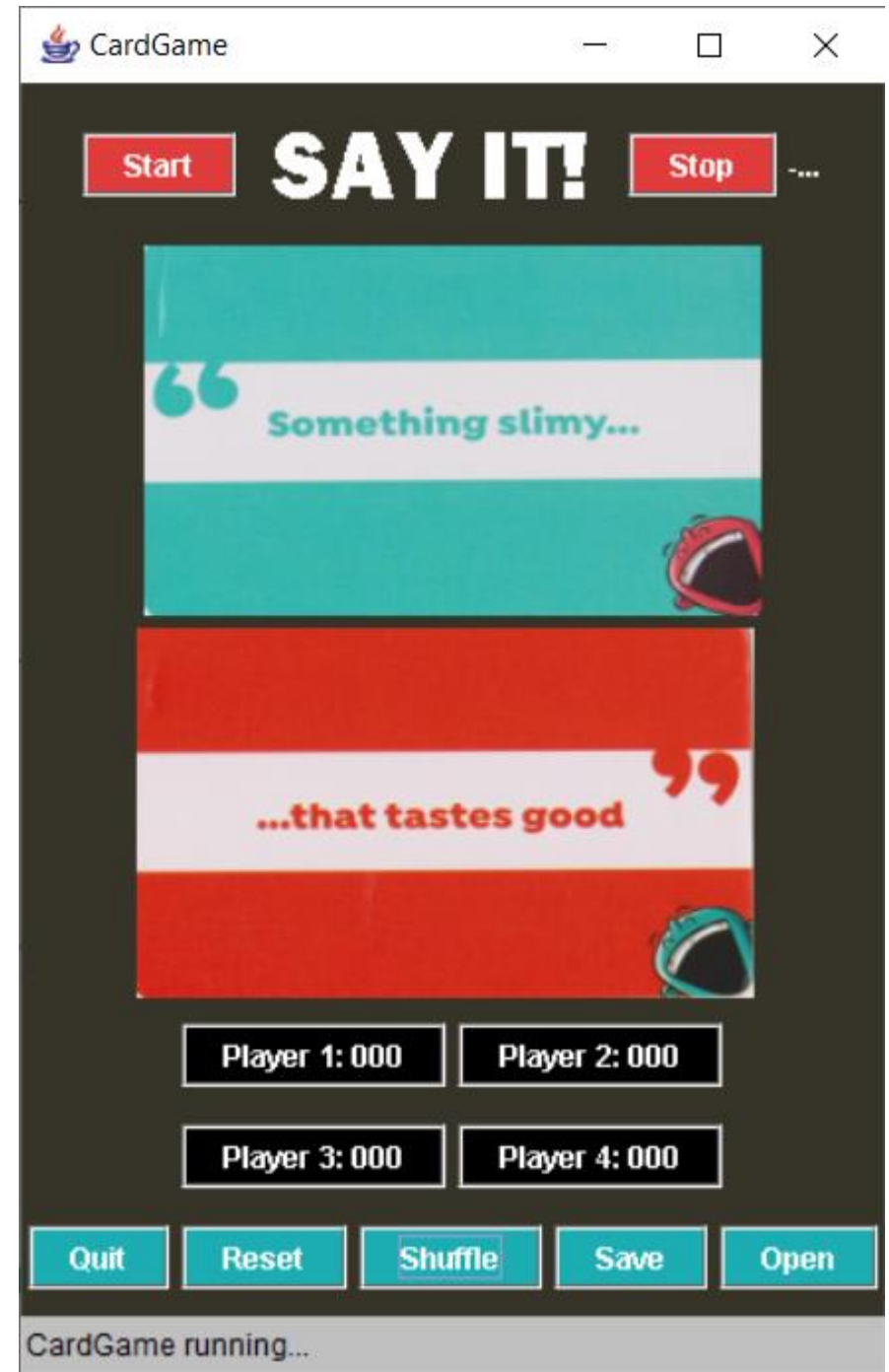
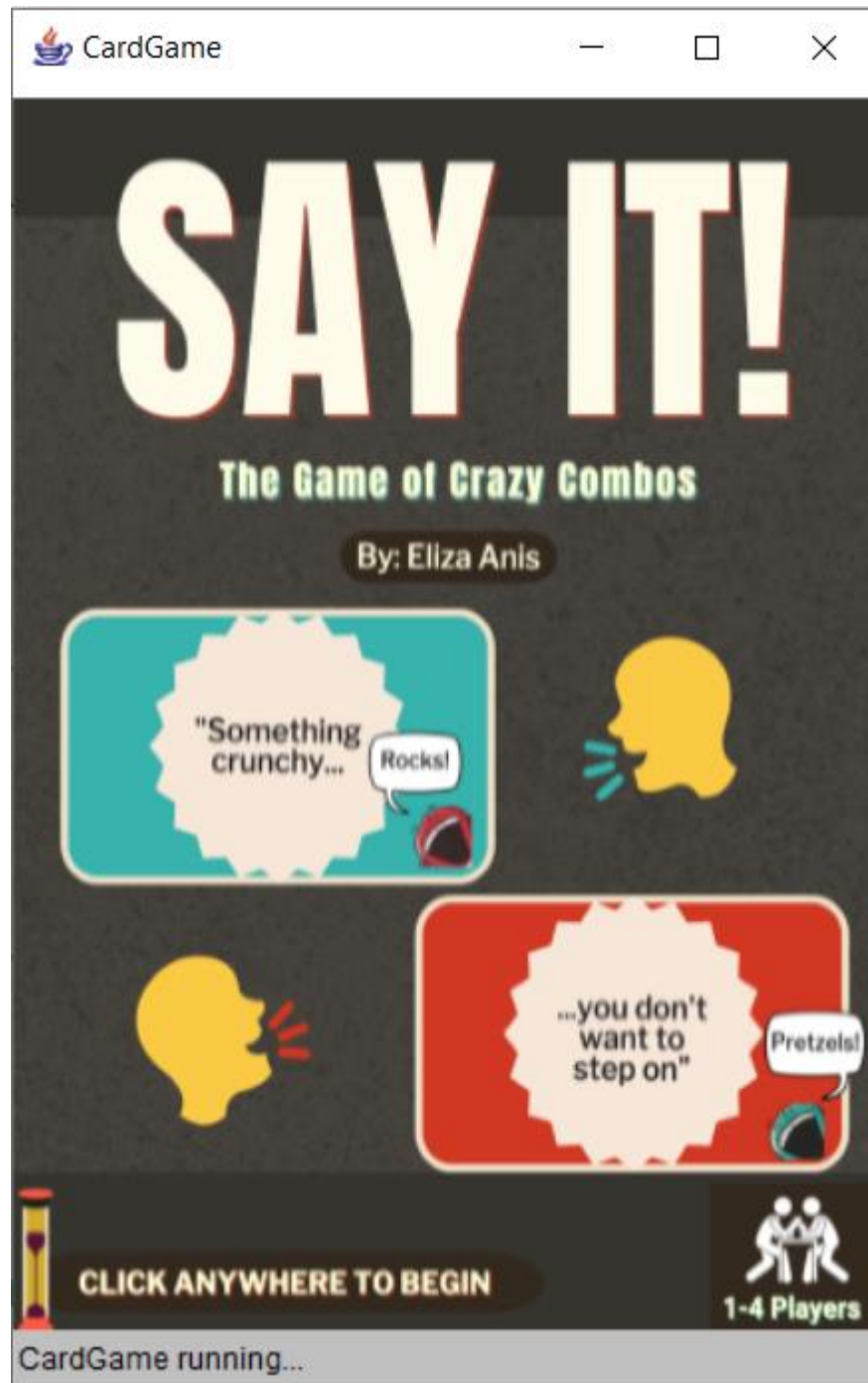
Say It!



Add-ons:

- (1) Two decks
- (2) Two Cards

Instance
variables:
int picnum



Sew What

Add-ons:

- (1) Marking Answer
- (2) Hint
- (3) Give up button

Instance variables:
int picnum
String ans
String group

Sew What

Which quilt square is shown?



Choose one of the below.

A. Double Tulip

B. Four H Club

C. Spool

New
Card

Shuffle

Hint

Instructions

Player 1 - 000

Player 3 - 000

Player 2 - 000

Player 4 - 000

Similo



Sort it out



Sort these movies by their
filming budget.

[MOST → LEAST]



Tangled, 2010



Justice League, 2017



Avatar, 2009



Rogue One, 2016



Titanic, 1997

1

Justice League, 2017
[\$300 million]

2

Tangled, 2010
[\$260 million]

3

Avatar, 2009
[\$237 million]

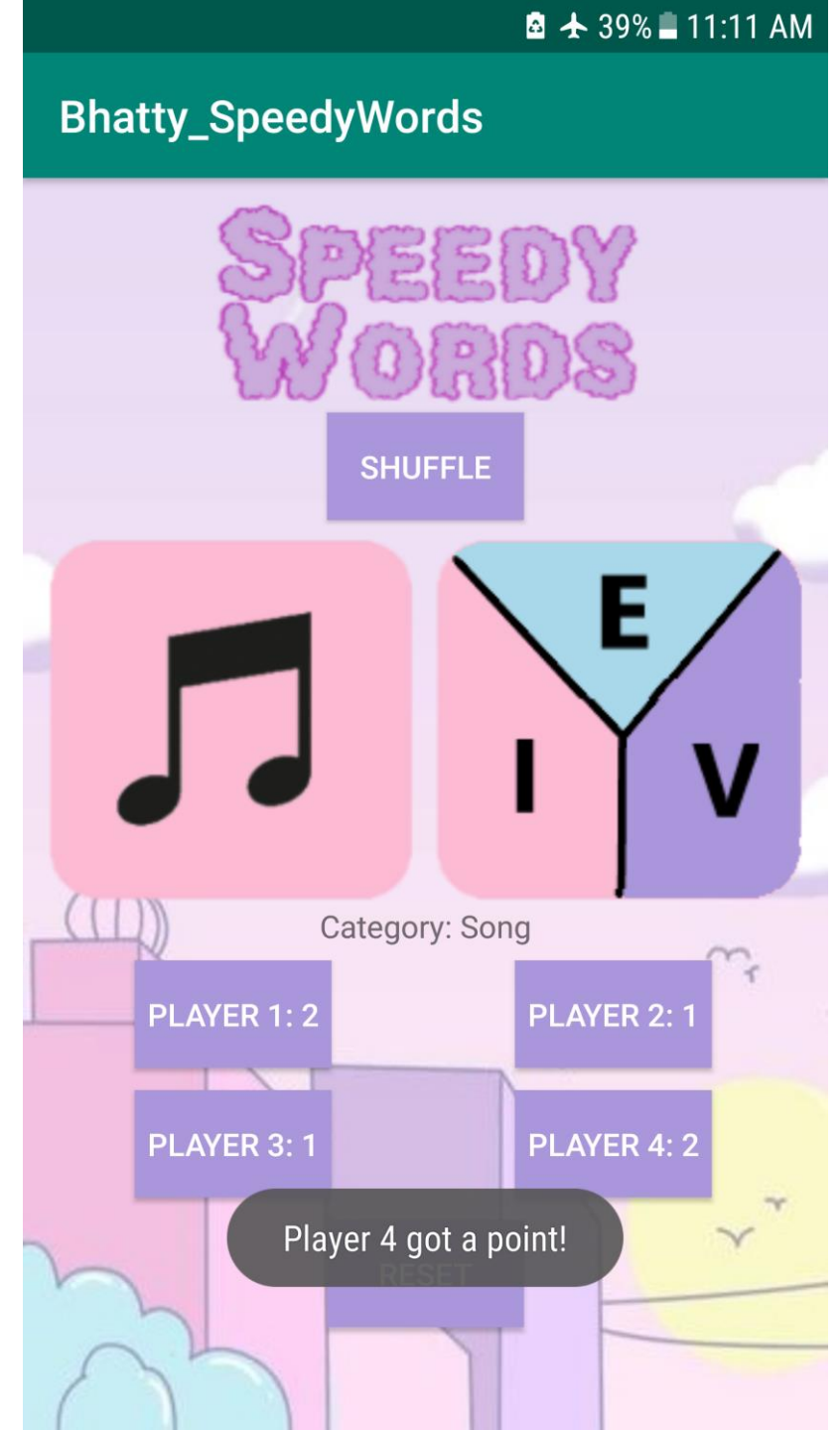
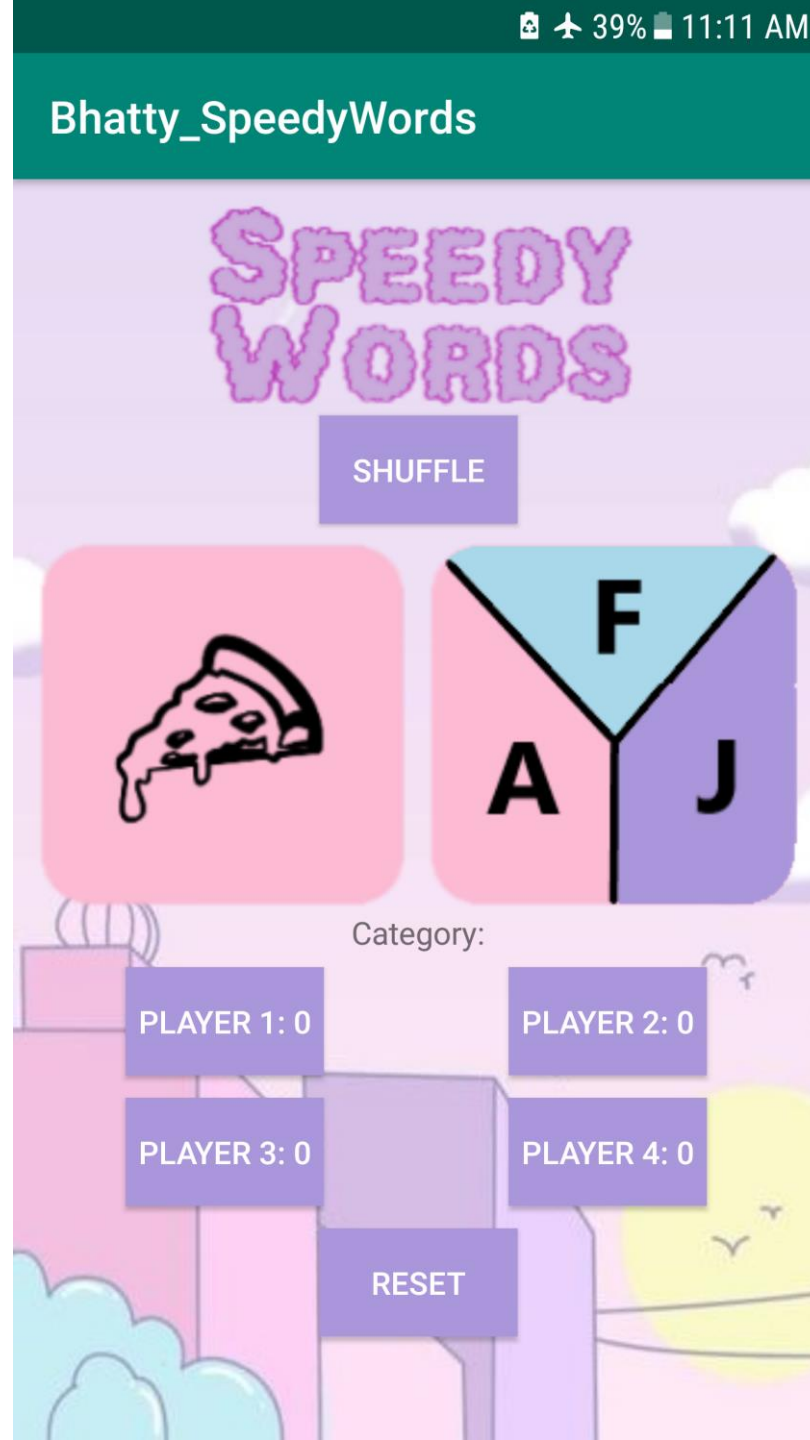
4

Rogue One, 2016
[\$220 million]

5

Titanic, 1997
[\$200 million]

Speedy Words



Stow Away

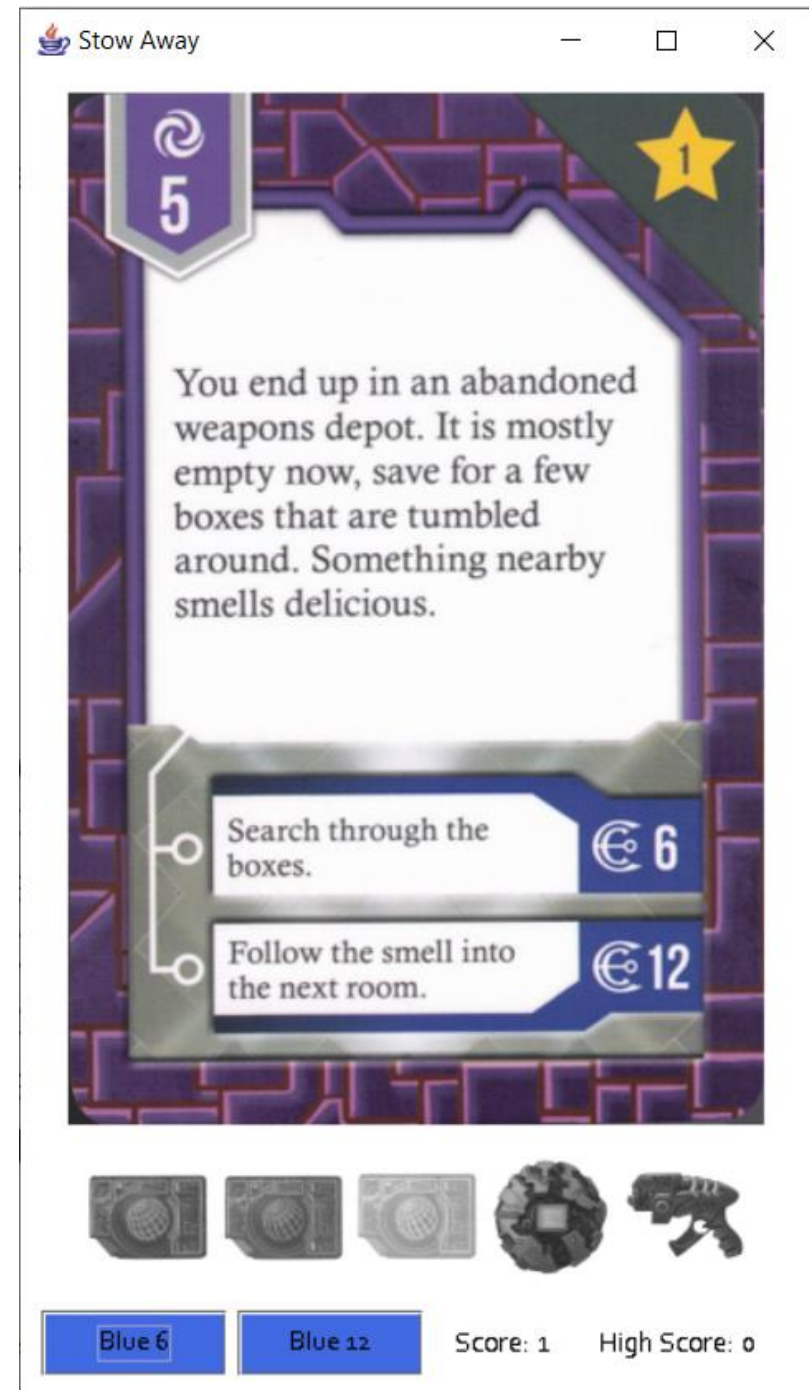
(Choose your own adventure)

Add-ons:

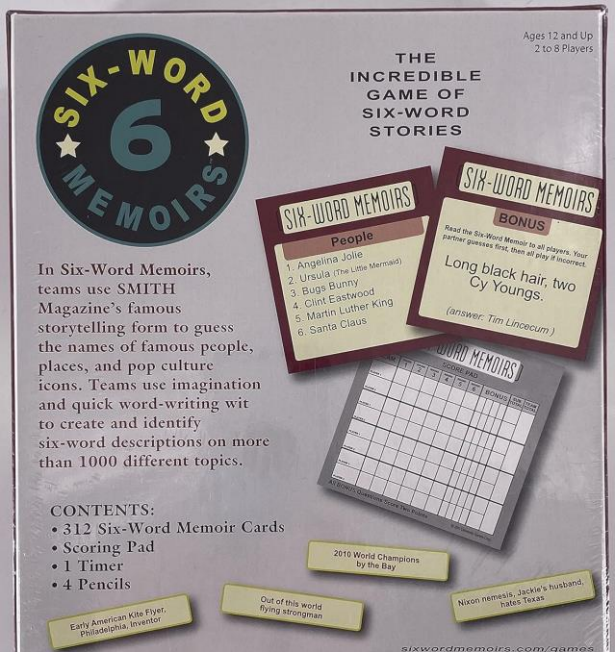
- (1) Complex accessors
- (2) Navigation
- (3) Pick-ups
- (4) Complex shuffle

Instance variables:

```
private int individualNum;  
private int cardPoints;  
private int realCardNum;  
private String cardColour;  
private String cardName;  
private boolean isEnd;  
private boolean isItem;  
private boolean isCardUsed;  
private int button1;  
private int button2;  
private String button1ReqItem;  
private String button2ReqItem;
```



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)

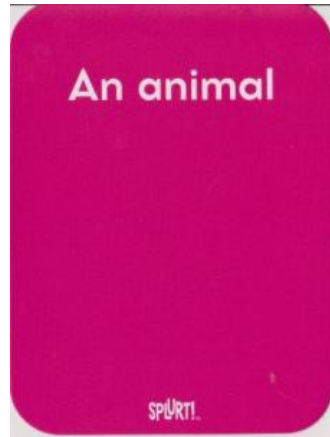
String memoir

String ansA

String ansB

String ansC

Splurt

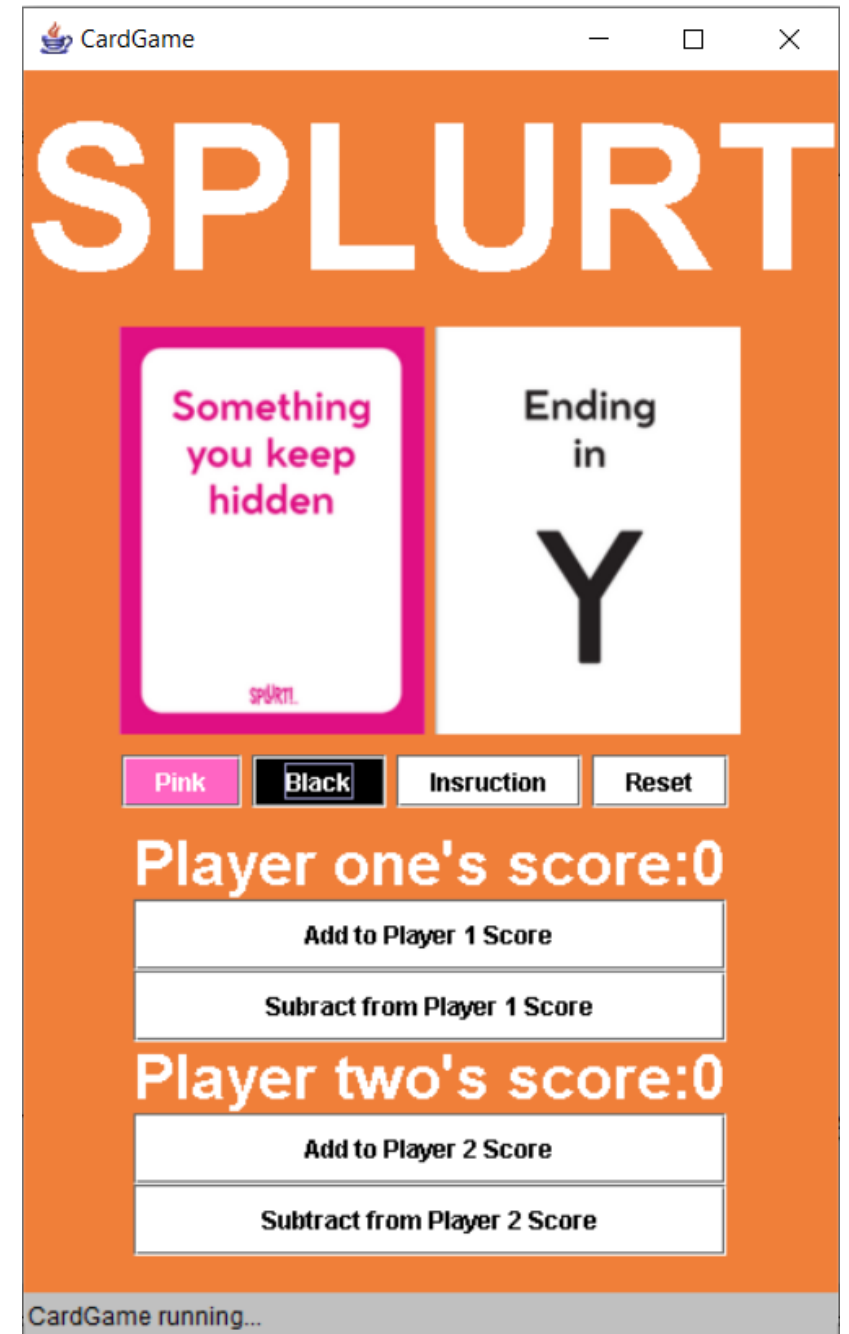


Quick – name something fun to play beginning with the letter S! Slide whistle? Slot machine? How about Splurt - the hilarious fast-reaction word game! Flip a card and be the first to shout out an answer that matches the clues. Can you name an animal containing 5 letters? A song ending in E? Think fast – say it first – win Splurt!

Add-ons

- (1) Opportunity to use String functions.
- (2) Two card classes, two stacks

Instance variables:
int picnum



Rhyme Out!



CardGame



RHYME OUT!

RHYME OUT!

RHYME OUT!

CLUES

- A VEGETABLE THAT IS ON A COB
- A CAR'S WARNING SOUND
- A PRICKLY PART OF A ROSE BUSH

HINT

RHYMES WITH BORN

RHYME OUT!

Answer 1

Answer 2

Answer 3

Check Answers

Reset Score

New Card

Instructions

Player 1: 0

Player 2: 0

Player 3: 0

Player 4: 0

dGame running...

That's It!



Something a scuba diver wears.	TANK
An ingredient in cola.	WATER
Something you almost always try before buying.	SHOES
A place where kids go on a field trip.	MUSEUM
Something that falls from the sky.	HAIL

Add-ons:
(1) Can check answer
(2) Give up button

Instance variables:
String question ||
int picNum

String answer

That's It!

Think of a word that matches the description.

Something a scuba diver wears.

Answer?

mask

That is not correct. 2 guesses.

New
Cards

Shuffle

Reset

Instructions

Player 1 - 000

Player 3 - 000

Player 2 - 000

Player 4 - 000

Think 'N Sync



TimeLine



Multiple cards on the screen. Reveal answer.



Uno Challenge

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



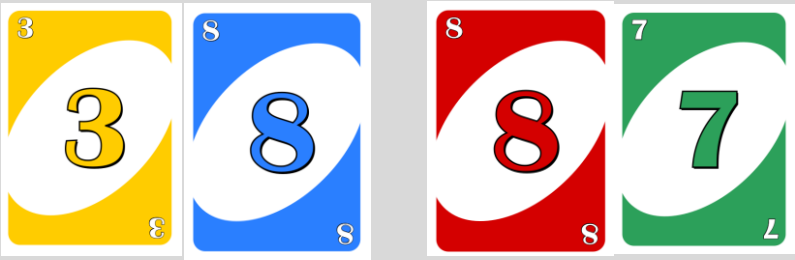
- Add ons:
- (1) Four cards on screen
 - (2) Check answer
 - (3) Determine winner.

Instance variables:
int picnum
int value

Uno Challenge



Player 1's Number: Player 2's Number:

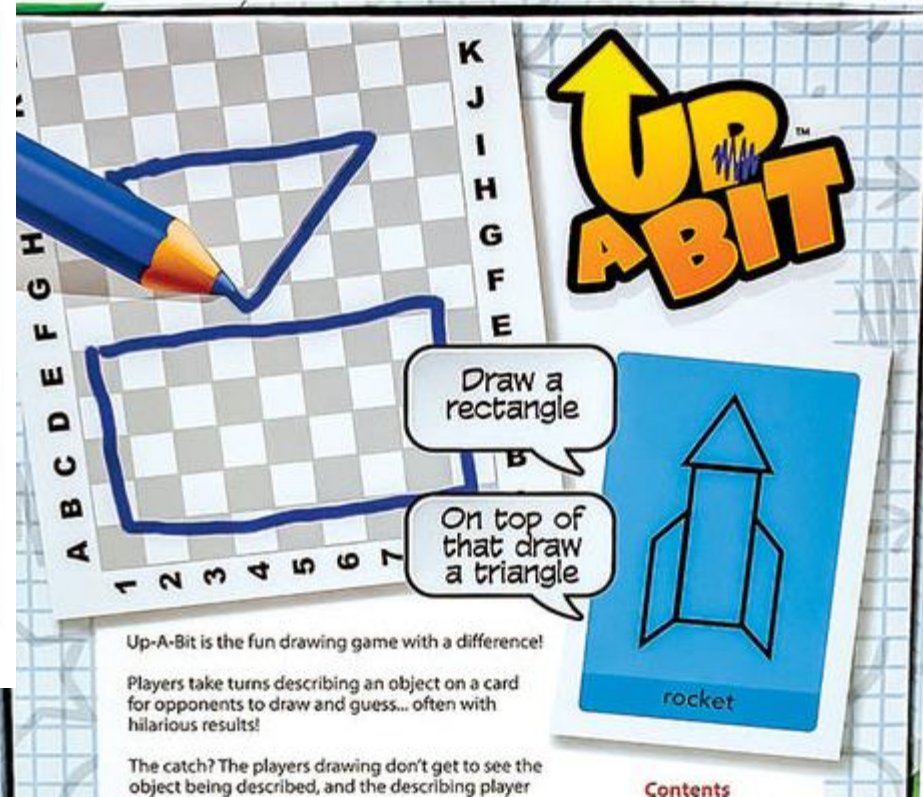
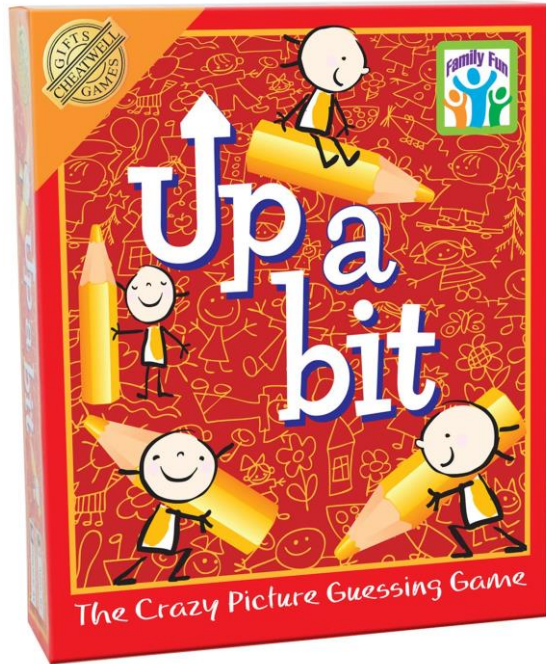


87 beats 38.
Player 2 wins.

Player 1 - 000 Player 2 - 000

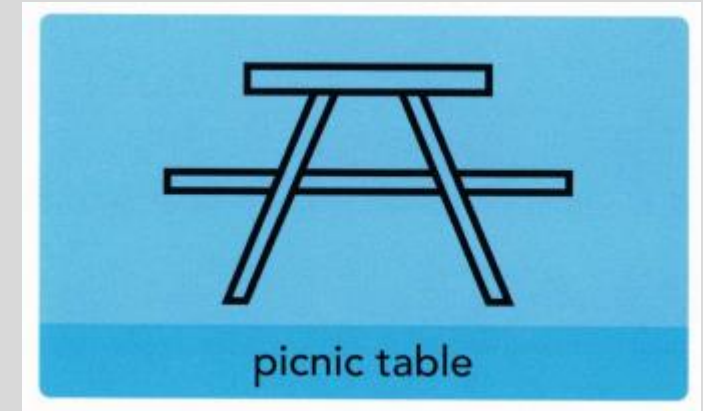
New Card	Erase All Answers
Shuffle & Reset Scores	Instructions

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

Word-A-Round



Wordical



Would You Rather

WOULD

YOU

RATHER

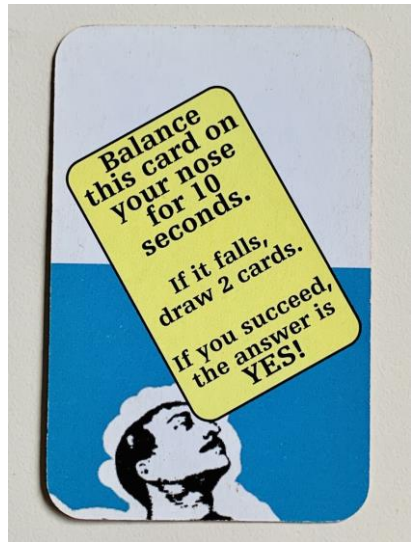
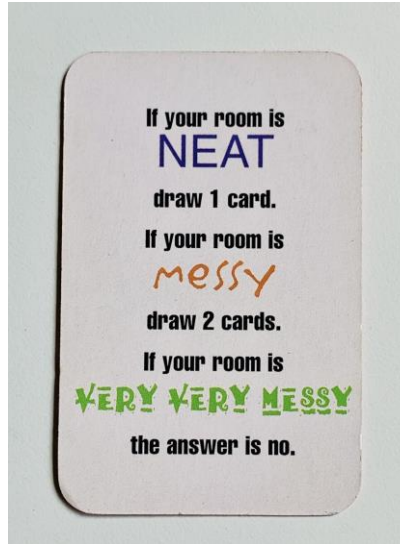
**ALWAYS HAVE DAMP
SOCKS OR ALWAYS
HAVE A PEBBLE IN
YOUR SHOE?**

Ask the Cards

3. With the game pile in front of you, ask the Genie any question you want – out loud – that can be answered with a “Yes” or “No” (See “Sample Questions” if you can’t think of any.)

4. Turn over the top card and read it aloud.

Depending on the card, the Genie may answer your question right away... or he may “command” you to do something first



Some commands may call for a little more explanation.



• If the Genie Asks You to Spell.

Turn over one card for every letter in the word you're spelling. The last card you turn over is the one you read aloud. For example, if the cards says “Spell what you had for breakfast” and you had eggs, you would turn over 4 cards – E - G - G - S.

continued on back

