

## Cahier des charges

- Créer un jeu vidéo de carte en C#
- Reproduction du jeu de société 6 qui prend !
- Avoir une interface graphique pour visualiser l'état actuel de la partie (1)
- Avoir une interface graphique pour permettre le choix des actions du joueur (2)

## 6 qui prend !



## Rendu final

The screenshot shows a graphical user interface for the game "6 qui prend!". At the top, it says "Joueur 1, veuillez choisir une carte à placer." Below is a 4x4 grid of cards numbered 1 through 9. To the right are buttons for "Nouvelle partie" and "Prochaine manche". On the left, a large "(1)" indicates the player's turn. In the center, it says "Voici votre main:" with two cards shown. On the right, a large "(2)" indicates the player's input area, which is a scrollable text box showing a log of previous moves and player interactions.

Joueur 1, veuillez choisir une carte à placer.

(1)

Voici votre main :

92 93

(2)

Player 1, what card do you choose?  
Player 2, this is your hand:  
89 94 99  
Player 2, what card do you choose?  
The selection has ended, these are the cards played:  
Player 1 has chosen 76  
Player 2 has chosen 88  
Player 1 plays 76.  
Player 2 plays 88.  
This turn has ended.  
All rows on the table:  
0: 33 35 47 76  
1: 6 9 15  
2: 7  
3: 85 88  
Player 1, this is your hand:  
92 93  
Player 1, what card do you choose?

## Skills

- C#

- Travail en binôme