



PROJECT REPORT

Cangkulan Traditional Game with Three Kinds of Level

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FACULTY OF COMPUTER SCIENCE

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APPROVAL AND RATIFICATION PAGE

PROJECT REPORT

Cangkulan Traditional Game with Three Kinds of Level

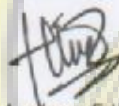
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This project report has been approved and ratified by the Dean of Faculty of Computer Science and Supervisor on 13 July 2015

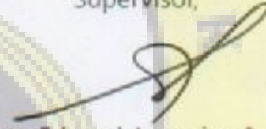
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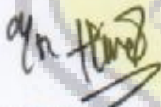
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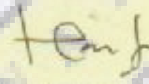
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STATEMENT OF ORIGINALITY

I, the undersigned:

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Certify that this project was made by myself and not copy or plagiarize from other people, except that in writing expressed to the other article. If it is proven that this project was plagiarizes or copy the other, I am ready to accept a sanction.

Semarang, 13 July 2015



Robin

10.02.0006



FOREWORD

I cannot decide between like or hate programming, doing what exactly the task given is a condition to get a good grade, so I followed reluctantly. But this final project give me reason to like programming once more, just like when I first start college, a feeling when you compile your code without any error is blissful and a time where you dwell on to find where the error was, only to find that there's a missing '}' in the end, which ruin the whole code and get a good laugh after.

As I proceed through this final semester, it is been up and down, almost lose my balance walking straight to what I pursue. A moment where your idea you spent whole night studied how it works only to get revoked the next morning, a moment where you feel fascinated the next day only to get staggered by a simple question, A moment where the deadline is so close you have to stay up all night, only to know the deadline prolonged to two days more (well, it is a good thing), and a moment where you work even harder to pass a higher hurdle, only to know you now sit on your final day, with everything you and your lecturer desired had been done, only to hear them said "it is a waste it turn out plain like this". Trust me, I have been through all, and now hereby I can say, I love programming.

PREFACE

There are several option can be chosen in main menu, the first option is to configure how many player will be playing and how many card are dealt for each player with a default to 4 player and 5 card each, the second option is to configure AI difficulties, user can choose between easy, medium or hard depending how they feel confident about the game. The third option is way to shuffle the cards, there are two methods, the first is using fisher-yates algorithm, second is using by-hand implementation shuffle and can be repeated as many times as user want. The fourth option is to begin playing, player will be dealt a certain number of cards, then a card will be revealed from the deck to guide which valid card for the first round, afterwards, the card will be compared and the highest comes out as a winner. The round repeated as many times until one player is out of cards, thus he win the game.

ABSTRACT

Cangkulan traditional game is a variant of playing cards, the rules similar to trump and using 52 cards. In this project there are several difficulties which can be choose for AI (Artificial Intelligence), which consist easy, medium and hard. In addition to that, two shuffle method also can be selected, this game can be played by any number of player with a limit of 52 cards, after the card being dealt, player can take turn to put a card and aim for victory.

Keyword: Playing cards, Artificial Intelligence, shuffle

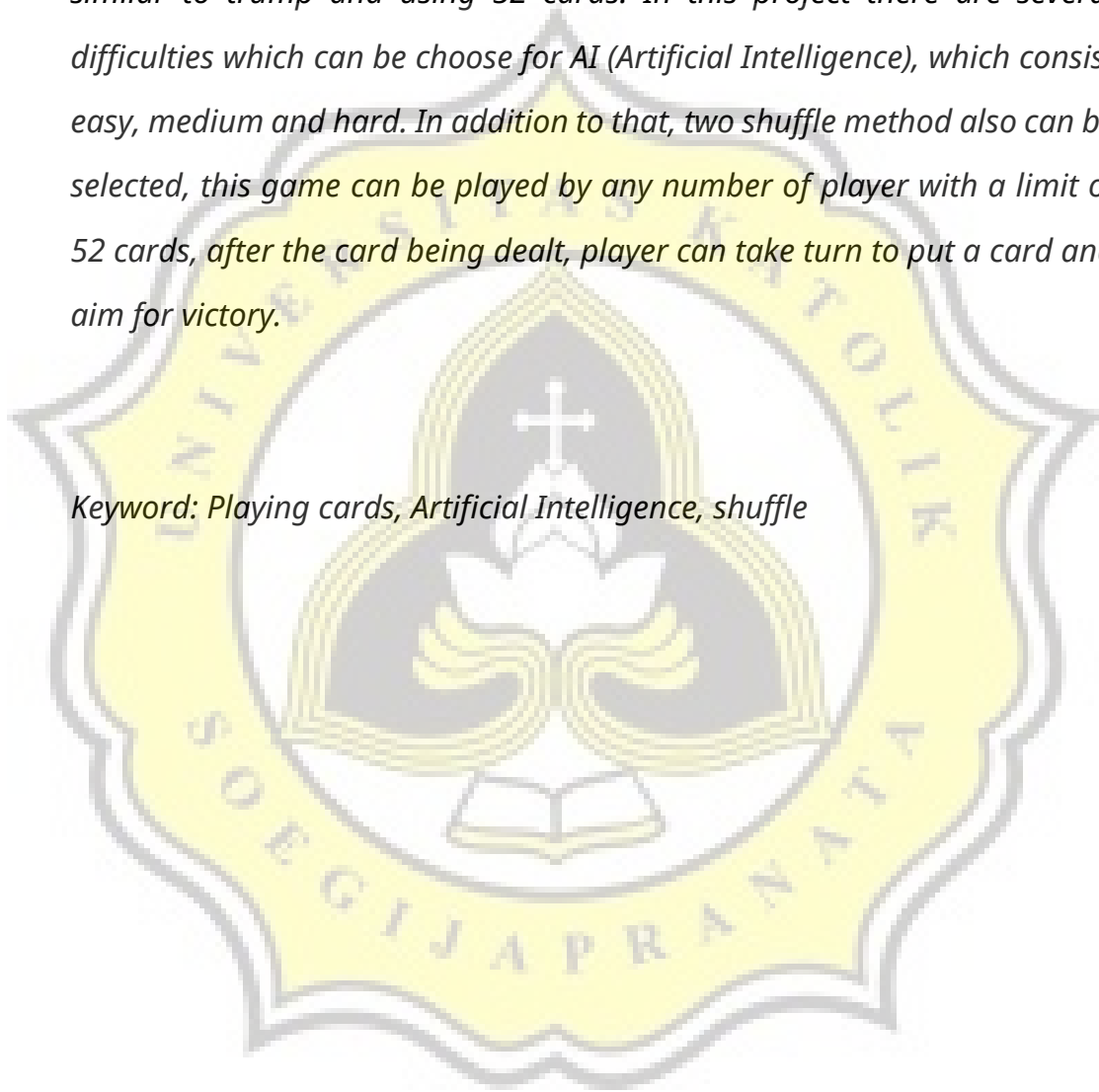


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