Mahjongg Application

KUDC

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What is the app?

- Game
- Originated in China
- Playing with 4 people
- Using 136 tiles
- Create hand with same symbol, sequence
  - Similar to rummy, but more complex
- Reference
  - http://www.amja.net/
  - http://en.wikipedia.org/wiki/Mahjong

Why Mahjong?

- Popularity
- Can involve deep thought like Chess or Shogi
- Little competition in WP even iPhone/Android
  - High possibility to become leader
- Fun game
- Cognitive development

Quick Tutorial

- Keep 13 tiles
- Draw 1 and discard 1 at one turn
- Group of 3 tiles makes one role
- Group is either same symbol or sequence of same kind
- Combination of group makes hand, and points for hands
- Difficult hand deserve high point
- You can pick form other players discarded tiles, but it decrease the point
- The player earned highest score wins

自分の手には13枚の牌があります。

一枚ツモって、一枚捨てます。

面子x4、雀頭×1が出来たら上がりです。
「ツモ」と言って上がります。

面子　　　面子　　　面子　　　雀頭　　　面子

他の人が捨てた牌で上がる事も出来ます。
その場合「ロン」と言います。

Images

Technical Implementation

Programming object

- Game Manager

- Player

- Analyzer

- Computer Player

- Online service

Graphics/UI

Tutorial functionality

Development Timeline

Week	Description
-4/30	Design and rule fix
-5/7	UI component is done, simple mock program
-5/14	Prototype shall be working. Analyzer and tutorial : phase 1
-5/21	Analyzer and tutorial : phase 2 Optimization
-5/28	Computer player Online TBD
-6/4	Everything is fully functional at this point