

Quick overview / Background

Rummy is a popular classic card game, and the client's vision was to create an online version of it with enhanced communication experience. The goal was to recreate a real-life experience for players with the help of a unique flash-based solution.

Requirements

The project involved interface planning and development of a renowned game to enable players from all over the world to play and interact with each other. The challenge was to deliver a real-life presence experience with the help of online communication tools.

Solution

The game is designed for 2-4 players and the player's goal is to be the first with no cards on hand. The game is divided into rounds and turns, while a turn consists of two actions: picking up a card, and discarding a card at the end of the turn. The cards can either be picked up from the deck, or, alternatively, the player can pick up the card that was discarded by the previous player during his or her turn. The interface was designed with care and usability in mind to deliver this game play online. FlashComs video chat solution, integrated with the game, truly brings players into one room and makes the online battle yet more real, challenging, and fun.

Rummy

Year: 2009

Project time line: 2 months

Technologies:

- Adobe Flex / AS3
- Java
- FMS

