Cards Against Humanity is a card game with two types of cards (black and white). Along with the majority of pre-made cards, each deck comes with blank cards of each type so as to allow the creation of personal cards. The problem with this is that the cards must be handwritten and can prove to become illegible with use. We have decided to take this problem and make an application that will enable the creation of personal cards that will last.

Our main user population is teenagers and adults in their twenties and thirties. Cards Against Humanity is most well suited for this age group, as it is rather inappropriate for children, and adults over forty might find it too juvenile. College students, high school students, and post-college adults are typically comfortable with vulgarity, and have the maturity levels best suited to handle the inappropriateness of the card game.

Creating a card is the only task that our users are required to perform, but creating each type of card has a different set of decisions and therefore can be made into its own task. Creating a card involves coming up with an idea, and then writing it down. The process of thinking of a card depends on the creator’s social situation; the criteria for a good card is entirely dependent on what he/she and his/her peers find funny. The thought process may include talking with friends, looking at the surrounding world for inspiration, and thinking of clever wordplay to use in the game. During the creation of black cards, the creator must decide what type of black card it will be (i.e. play one, draw
three and play two, etc.) and then decide on the topic. White cards are meant to fill in the blanks or answer the questions on the black cards.

1. Design a card
   1.1. Design a Black card (question)
      1.(1&2).1. Talk to friends
      1.(1&2).2. Observe the surrounding world
         1.(1&2).2.1. Observe nearby objects
         1.(1&2).2.2. Observe nearby people
      1.(1&2).2.3. Think about what you find funny
   1.(1&2).3. Identify cultural references
   1.2. Design a White card (answer)
      (same steps as 1.1)

2. Write the card

   Process:
   1. Pick either action 1.1 or action 1.2 (or both).
   2. Do action 1.(1&2).1, action 1.(1&2).2, or action 1.(1&2).3
   3. Repeat step 2, or go to step 4
   4. Do action 2.

Link is a third year college student and loves to play Cards Against Humanity with a group of his friends. He is particularly interested in cards about politics and conspiracy groups. Unfortunately, these topics are not covered well enough for Link’s liking, so he has decided to take matters into his
own hands and make the cards he has been thinking about using. Link is especially interested in the Illuminati and has been wanting to use a card based on the conspiracy group for a long time. One day he decided to make a card and took one of the blank cards provided in the deck and wrote out his idea in pencil. It was so faint it was impossible to use so he tried writing over it with a pen, and while it displayed the text he wanted it to, it didn’t look nearly as neat as all of the other cards. Everyone could tell that he wrote this card, since it didn’t look like the precise computer printed cards. Link decided that he wanted his card to look more like an official card, and looked for computer software that would allow him to create his own cards and print them while still maintaining the professional look of the rest of the cards in the deck.

Users are required to have a good sense of his/her cultural surroundings. In order to play the game well, they must know what other people might find funny, which varies greatly from culture to culture, and from person to person. The user must also be able to speak fluently in the language that the card game uses. Many people find wordplay funny, and so in order to appeal to more people, the creator must have a good understanding of how to use words for comedic effect.