

ECM2414 Card Game Coursework

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Marks Split: 50:50

Development Log

Date	Time	Duration	Roles	Signature
26/10/2020	11:30	1hr 40m	Driver: 680039372, Navigator: 690037391	680039372 & 690037391
26/10/2020	13:20	1hr 40m	Driver: 690037391, Navigator: 680039372	680039372 & 690037391
26/10/2020	15:00		Driver: 680039372, Navigator: 690037391	680039372 & 690037391

Production Code Design

Preliminary User Input

The `CardGame` class will query the user for the initial parameters to setup the game, such as the number of players and the path to the file specifying the cards in the game. Once the system is provided with the correct information, the next phase will start.

Number of player query

If the user doesn't enter a valid input (a positive integer), the system should explain that the input is invalid and it should ask the user for the correct input.

Pack file query

If the user doesn't enter a real path, the system should explain and ask the user to input a real path. Should a real file be provided, the system should check each line to see if it is a positive integer, and if not, it should explain to the user that the file they provided contains invalid cards. It should then ask the user to provide another path to a valid deck.

Should all the cards in the file be valid, the system then check to see if the amount of cards found is equal to $8n$, n being the number of players in the game. If it has too many or too little cards, the system should explain that to the user and ask for a new file that has the right amount of cards.

Testing Design