**CS 492.001 —— Software Engineering 2**

**Phase 2: Implementation**

**Due date: April 14th , Sunday, 11:59pm**

**I. Requirements**

Your team’s task is to implement your software. Assume your customer and project manager define some requirements as follows. **Make sure your game meets ALL these requirements**. **We have a zero-tolerance policy on any kind of plagiarism. The total point for implementation is 40. Feel free to meet with your customer (the instructor) for any questions!**

* ***Implementation requirements:***

1. Your team needs to utilize object-oriented method and Java to implement the game. Separate the responsibilities of classes and make sure the classes you defined follow high cohesion and low coupling principle.
2. You need to use arraylist to represent the cards in the deck and player’s hand.

* ***Interface requirements***

***The game will have multiple interface pages: at least a start page, game pages, a winner page, a rule (instruction) page. All functions on these pages should work properly.***

***You game should be user friendly. It allows the user to select number of difficulty, number of players, start the game, or exit the game. The game should provide at least two levels of difficulty and allow 2 to 4 players to play. Some of the players are the AI player. The player should be able to view the instructions at anytime before or during the game play. By the end of the game, it will show the winner of the game and has the option to replay the game or exit the game.***

**If your game cannot be compiled or run during presentation, 10 points will be deducted from your total points.**

**2. General rules about the project:**

Each project phase should be submitted by the expected due date through western online. There should be one team leader in each team for this phase. Coding should be equally divided among team members. Each member of the team must participate in the presentation and implementation (50% lines of code). As teamwork, all team members in the same team will receive the same grade if everyone contributes to the work as required. Presentation will be on Monday and Wednesday after due date. During the presentation your team will show the demo and explain how your game meets the requirements. Explain the major modules/classes you implemented, how your group splits the work. **Absence of the presentation or less contribution to the coding will result in a lower grade than you partner.**

**3. Deliverable**

**Everyone needs to submit the work through westeronline. You may get a lower grade than your partner if less contribution is made. If no submissions are found on westernonline, a zero grade will be given to the individual.**

**Submissions from the team leader:**

The team leader will submit the source code (a .zip file) produced as the team work, PMP if revised and a contribution page, explaining which classes are written by you.

**Submission from other members in the team:**

As a team member, you only need to submit a contribution page, explaining which classes are written by you.