

Group 5 Term Project

Week 1 (1/22 - 1/26):

Our group introduced ourselves and began brainstorming ideas.

Week 2 (1/29 - 2/2):

Our group further brainstormed, wrote the problem statement, began group meetings and asking, “How might we...?” questions to be answered later.

Problem Statement & Brainstorming:



Anthony Patrick 01/29/2024 1:09 PM

DSU STUDENTS need a blackjack game that has a casino theme and a high score for money, and time survived in the blackjack game because high scores build competitiveness and interest in the game. A casino theme would also bring a more gambling feel to the game as well.

Problem Statement^

How do we feel about this?

I think players should start off with 1500 dollars/coins (edited)



Anthony Patrick 01/29/2024 1:21 PM

Added features : Higher tables where the minimum bet is larger



Anthony Patrick 01/29/2024 1:30 PM

https://studentsdesu-my.sharepoint.com/:wb:/g/personal/atpatrick22_students_desu_edu/ESfrg7Y6wexKsehDD-wNicQBvuMHhP64DvrlmSB3YWuC_Q?e=CzrdFE

For the How Might We? questions

Group Meeting:

Anthony Patrick 01/29/2024 1:40 PM

Would yall be comfortavble meeting in the library at 4?

Zion Reams 01/29/2024 1:41 PM

Yes

Jeffrey Kutin-amo 01/29/2024 1:42 PM

yes

How Might We Questions:

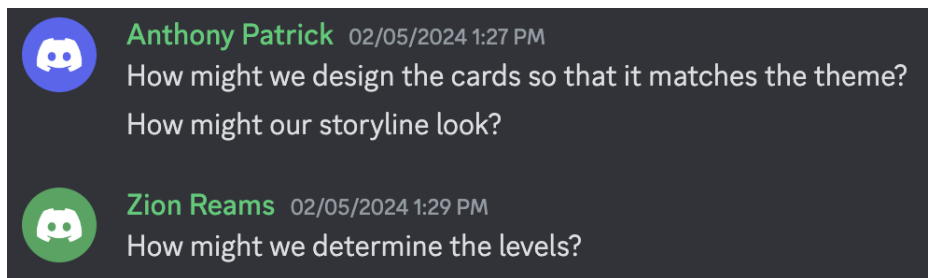
Our group used Microsoft Whiteboard to visually represent our questions.



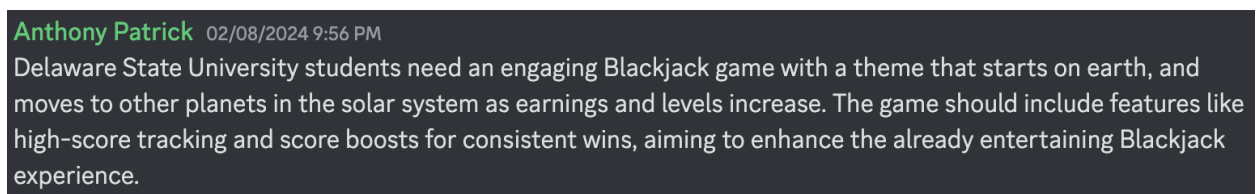
Week 3 (2/5 - 2/9):

Our group asked more How Might We Questions and revised our problem statement.

How Might We Questions:



Revised Problem Statement:

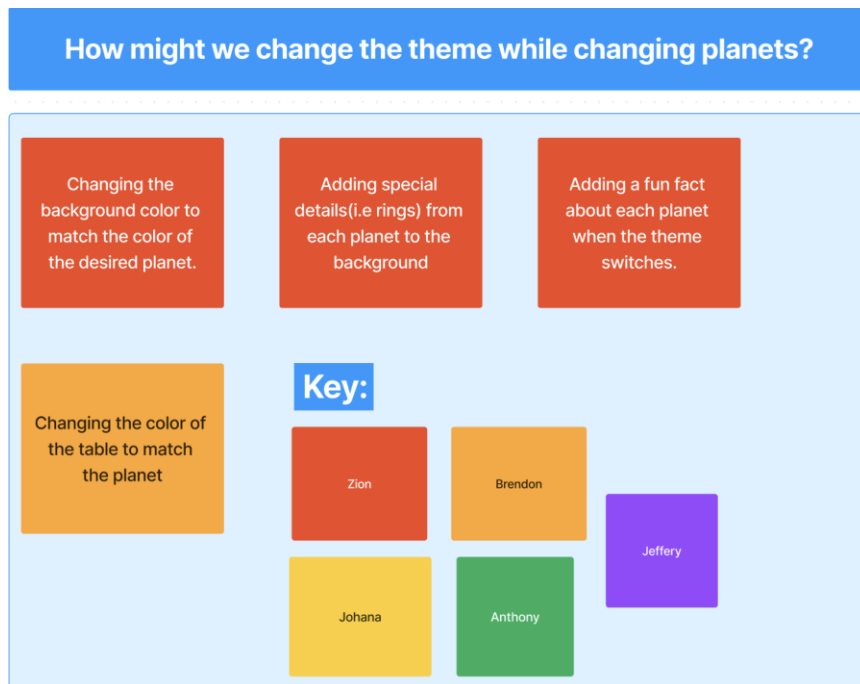


Week 4 (2/12 - 2/16):

Our group began answering “How might we...?” questions with an ideation board.

Ideation Board:

One of the several questions our group answered by using Figma.

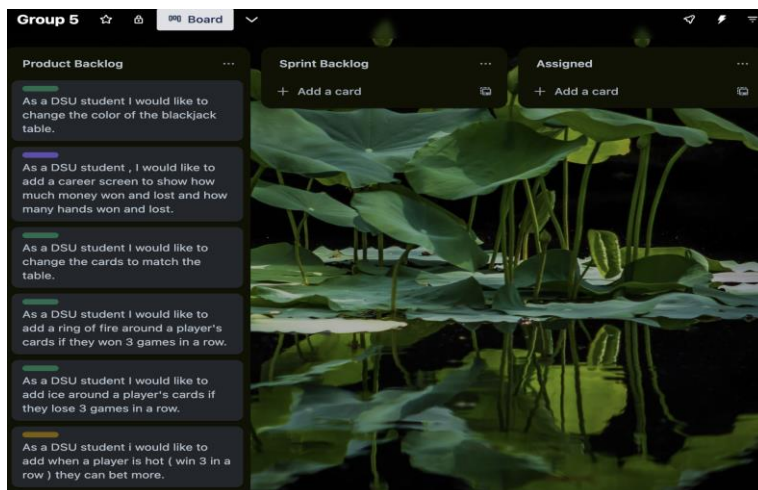


Week 5 (2/19 - 2/23):

Our group began utilizing a SCRUM Board to manage project tasks.

SCRUM Board:

We used Trello for our SCRUM Board.



Week 6 (2/26 - 3/1):

Week 7 (3/04 - 3/08):

Week 8 (3/11 - 3/15):

Week 9 (3/18 - 3/22):

Our group provided our availabilities and wrote a contingency plan to get back on track and met as a group.

Contingency Plan:

brendon Joseph 03/18/2024 1:20 PM

Our contingency plan is to do 2 group tutoring sessions a week.

Group Meeting:

Jeffrey Kutin-amo 03/20/2024 11:04 AM

Anthony we are meeting at 2 right?

Johana Campos 03/20/2024 11:05 AM

Yes

Jeffrey Kutin-amo 03/20/2024 11:11 AM

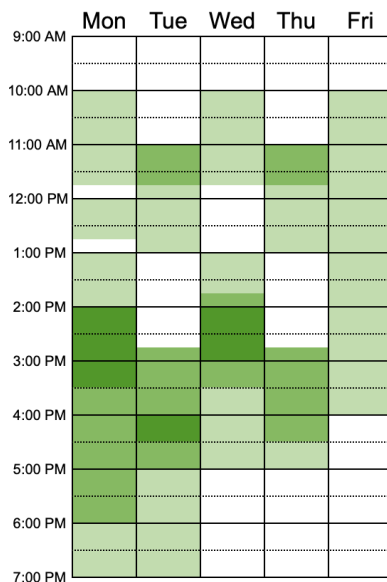
ok thanks

Availability:

Group's Availability

0/3 Available  3/3 Available

Mouseover the Calendar to See Who Is Available



Week 10 (3/25 - 3/28):

Week 11 (4/2 - 4/5):

Week 12 (4/08 - 4/12):

Our group added a new member, removed an inactive member, and met with our instructor to discuss the project and get help with GitHub.

Group Meeting at Office Hours:

brendon Joseph 04/11/2024 9:40 AM
@Anthony Patrick are you able to make it to the office hours today we need you to go to be able to start working on the game

Anthony Patrick 04/11/2024 9:41 AM
Ofc

Week 13 (4/15 - 4/19):

Our group met twice, made noteworthy progress in coding the Blackjack game, and began the final presentation.

Group Meetings:

Yann Kegne 04/18/2024 2:57 PM
I'm at the tutoring room rn

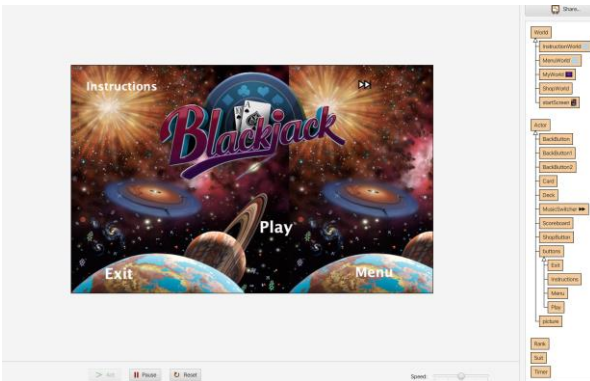
Zion Reams 04/18/2024 3:40 PM
Im here

brendon Joseph 04/18/2024 3:55 PM
Im walking there rn

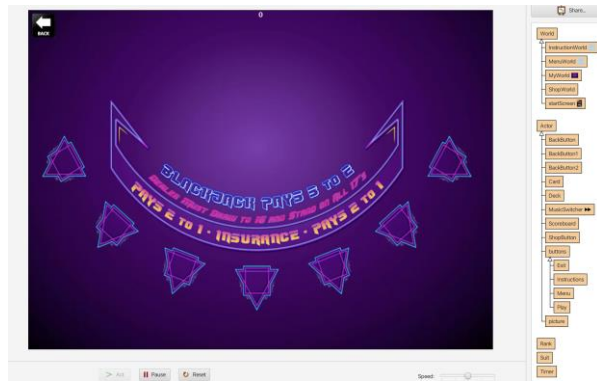
brendon Joseph 04/17/2024 2:54 PM
Imma be a little late to tutoring

Johana Campos 04/17/2024 2:57 PM
I here already in the room

Progress:

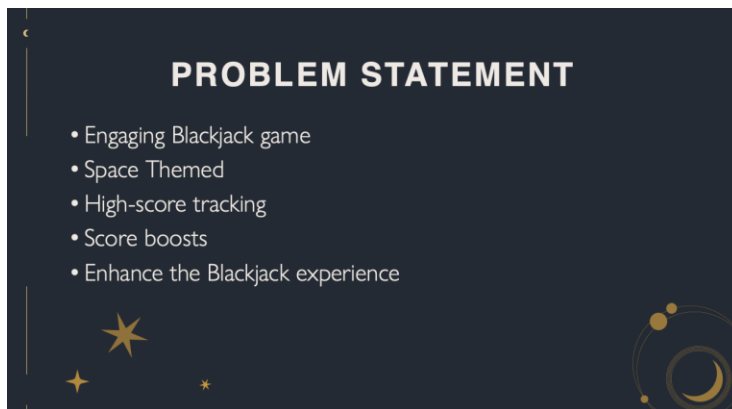


Start Screen



Updated Blackjack Table

Early Presentation Slide:



Week 14 (4/22-4/26):

Our group met, designed a Finite State Machine diagram, designed our own cards, made minor changes to the code, and delivered our mock and final presentation.

Group Meeting:

yall wanna meet up before class to do a quick see through before the presentation

Johana Campos 04/23/2024 9:36 AM

Sure what time

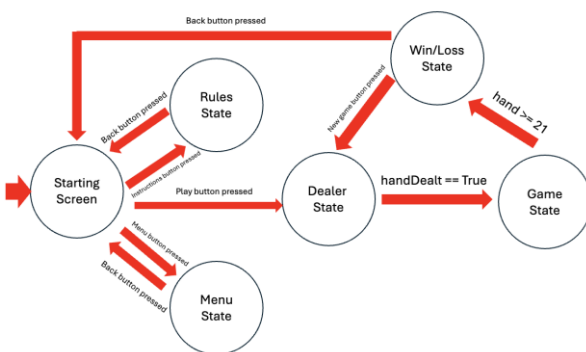
Yann Kegne 04/23/2024 10:10 AM

12:30

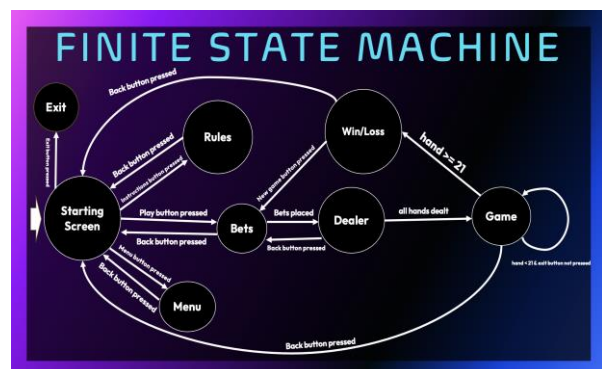


Finite State Machines:

We added the exit and bets states to more accurately represent our game. The background was changed to reflect the theme of our presentation.



Original



Revised

Cards:

Our group designed new cards, to reflect our theme of an intergalactic voyage.



Original (Back)



New (Back)



Original (King of Hearts)



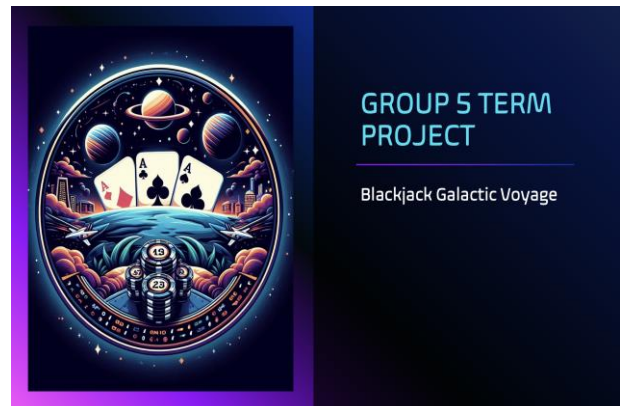
New (King of Hearts)

Presentations:

We switched our presentation theme to reflect a more intergalactic experience rather than outer space in general, where most would assume the theme is our solar system.



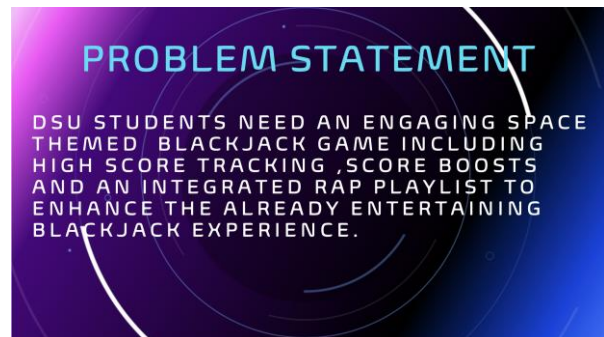
Mock (Title Slide)



Final (Title Slide)



Mock (Problem Statement)



Final (Problem Statement)

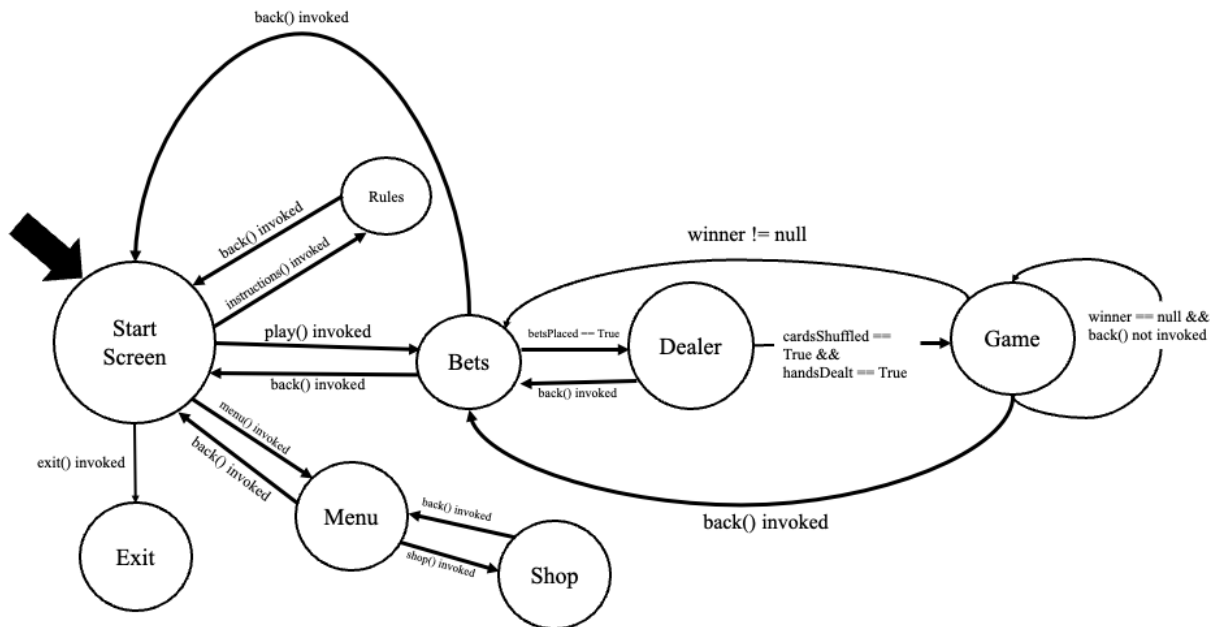
Week 15 (4/29 - 4/30):

Our group completed the game to the best of our ability, finished the blog and submitted our final project.

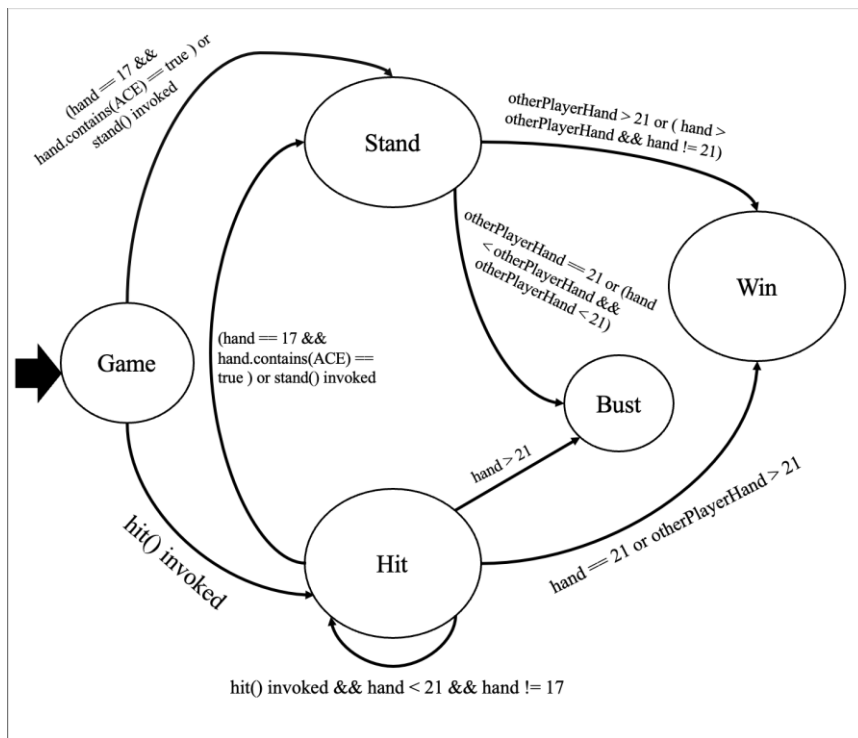
Additional Documentation:

Finite State Machines:

The two finite state machines below are based on what we hoped for in our final game and not on what we have so far.



The Finite State Machine above visually represents our entire code, including portions non-essential to the main game such as the shop.



The Finite State Machine to the left visually represents our main game in-depth (assuming there are only two players).

Behavior Diagrams:

