

Partners:

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Collaboration PDF:

For this project, we started implementing the project in eclipse first without scene builder but it was hard to set the fxml scene builder in eclipse so we switched to IntelliJ. We both implemented the Server Baccarat classes together over Discord which includes most of the game. Ayna implemented the BaccaratLogic file initially which was further corrected by Tirth due to some logic errors. BaccaratDealer and Baccarat game was implemented by Tirth while BaccaratInfo was implemented by Ayna. Networking is done by both. It was hard to show the images on the ImageView we Both had different ways to implement it then finally agreed on implementing Tirth's code for the ImageView.

On Both projects both client and server .java files are implemented by both of us. We both tried to debug the code in the console by adding print statements according to our logic.

The elements of FXML file was implemented by Ayna while loading the new FXML elements in the Client.java was implemented by Tirth.