Craps Dice Game

Computer Science 110 A0

Fall Semester 2016

https://github.com/emilylakic/crapsgame

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Proposal Outline

I. Cover Page

Group member names = Danielle O'Neal, Jordana Simon, Emily Lakic, Samantha Chu
Project title = Craps Dice Game
Course number = CS 110 A0
Semester = Fall 2016

II. Public Interface Design

- We will be using digital wireframing as our public interface
- We will layout the design of the cards, the rules of the game and how to play

III. Top-Level Design

- Our code is located in our repository, crapsgame, at the following link:
    - https://github.com/emilylakic/crapsgame
- Logic classes
    - Crapsgame.py (Controls the rolling of the dice)
    - Die.py (Makes the logic of the die (Makes the sides: 1-6))
    - Rollingdie.py (Makes the dice roll, checks if the dice are rolling, avoids collisions between the dice, makes the dice move, makes the actual dots on the dice)
- Interface GUI classes
    - Craps.py (Overlaps all of the classes; main interface class)
    - CrapsStats.py (Makes GUI window, runs game, and controls wins/losses)
    - CrapsTable.py (Formats table, checks if dice are still rolling, and processes timer events)
    - Controlpanel.py (Makes the roll button and rolls the dice when the button is clicked)
- Separate Craps GUI Class
    - Run GUI without logic by passing in test values

IV. Tasks and Responsibilities

Timeline:

- October 29th: Brainstorm our idea and learn about the game
- October 30th: Create different classes
- November 7th: Back-end finished
- November 22nd: Front-end finished
- November 28th: First test → make corrections
- November 30th: Second test → make corrections
- December 2nd: test
- December 7th: Submission

Individual and collaborative responsibility:

- Emily Lakic - Interface classes portion of the project
    - Code RollingDie.py
- Danielle O'Neal - Logic and interface classes portion of the project
    - Code Die.py

        - Code ControlPanel.py
    - Jordana Simon - Logic classes portion of the project
        - Code CrapsGame.py
        - Code CrapsTable.py
    - Samantha Chu - Interface classes portion of the project
        - Code Craps.py
    - Collaboratively - Interface classes & Logic classes
        - Code CrapsStats.py (Interface class)
        - Code DisplayPanel.py (Interface class)

V. Testing

- We will use the print function to determine if all of the variables and functions are correctly running to successfully play a dice game of Craps
- We will perform integration testing using various test inputs to test all possible cases of inputs into our Craps program
- We will test our code using the Python terminal as well as Atom