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CISP 401

16 December 2021

Final Write Up

1. The hardest part about this project was the actual conception of "how do I plan this". A lot of the planning I did was unguided and just me flailing around. Once I started writing the program out, I felt a lot more comfortable. As I went through the program, I realized how the program should be structured based on what I needed to delegate out. I did not consider input validation really at all or how each class would interact with each other while trying to plan. I just kind of stuck them together in a way that could make sense. Looking back at my UML diagram, I can see I did not really know what I was doing for the most part.

The most difficult thing was trying to make my program exactly like my inspiration. In Fallout: New Vegas, Caravan has a system where your cards can only be placed in ascending or descending order depending on how you play them. I.E., if you play a 10 then you can only descend and if you play a 5 and then 6, you can only ascend. You could reverse this with a queen. However, when I was trying to implement this into the program, I kept running into issues about where to put the input-check to see if the card can be placed at all. If the card can't be placed then I needed a way for the player to reselect a card and I was creating this whole muddled system. I didn't get it to work properly and it made both the game and understanding the code extremely confusing. I decided to scrap it altogether and I think it makes the program better. I got my mom to play it and it is simple enough that she can learn it but complex enough that she gets competitive about it. I might start playing it as an actual card game.

2. My Inspiration came from the 2010 game “Fallout: New Vegas”. I did not play it as a kid but picked it up a year ago and thought the minigame “Caravan” was pretty cool but kinda flawed. It was really complicated and easily cheesed if you just stacked your deck with 6s, 7s, 8s, 9s, and 10s.

3. I think I got pretty close. I did end up changing a lot of rules because it was causing me problems while developing but I think they were for the better. Jacks are supposed to be played on any card (any player) to remove them, queens are supposed to reverse the direction, and jokers have 2 effects depending on what type of card they are played on. All of these gave me issues because they break the structure I had made for the game and I would have to write out an entirely new structure just for this one exception. I wanted to make sure that my program worked and was not filled with all these things but broken down easily. In retrospect, I could have put these in with enough time but I am glad I chose a more polished project over a more ambitious one.

4. I would need to figure out how to make an interface that is not based on the command line. I would like something that is more “drag and drop” like other video games where playing the game is easy and you can see the cards instead of a number. It depends really, I am sure it is not that difficult but I don’t know how to figure that out or if I need to use another program for that besides IntelliJ. I could see myself making it into an app that people can play on their phones; Just something simple like an offline, local co-op app.