

## Group logs

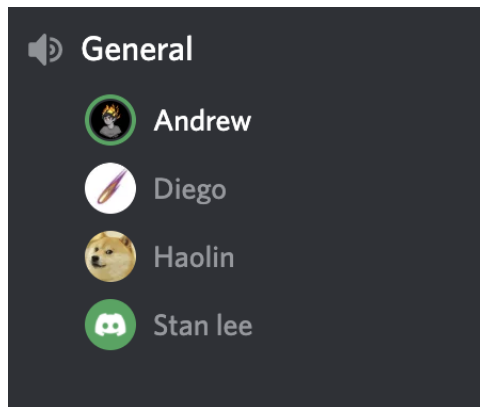
Jun 8, 2022

**Time: 6:30 PM - 7:25 PM**

All present for attendance

Discussed how to play black jack, requirements, Questions

Jun 12, 2022



**Time: 1:00 PM - 2:00 PM**

Discuss more on black jack, have a moderator to reduce cheating(fair play), dealer positions, added more questions, created the server class

Jun 13, 2022

**Time: 6:00 PM - 7:00 PM**

All in attendance - zoom

Clear up some questions, go over a few more requirements

Update requirements

Log in to know what the balance is (currency) can simulate adding money.

Application is keeping track of currency.

If you run out of money leave the table then go to account balance to reload the desired amount.

No scoreboard

1 deck for playing

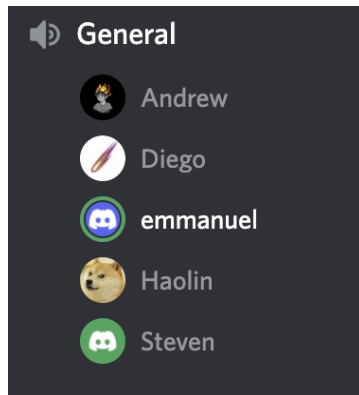
Deck has 52 cards, one card gets taken out, and can't be used from the deck again.

Create array 52 of all cards, 0-51, each location is bool if it's still in the deck. Use RNG of the index once taken out it becomes false.

Dealer is designated as an employee from the firm, and must remain the same.

Dealer has unlimited money and everyone has fair play.

Jun 19, 2022



**Time: 5:00 PM - 5:54 PM**

All in attendance

More questions about login, how to create the process of logging in, use each person's IP address to login.

Money withdrawal will be a set amount.?

Requirement doc like the hw.

Formatting table ideas

How to play example in game

Server will run several "tables"

Show how many players are in a table (dealer and minimum 1 player)

Allow others to see if they can join a table.

Create 3 use cases(classes) - how a game starts, how a game is being played... ?

2 or 3 classes - one for player, one for dealer

Version 1 of project due Wednesday, final revision toward the end of course.

Convert google doc to actual template

HW correlates to this weeks requirements

Start dividing work the next meeting

Create modules

Convert Discord abstract to flow chart

Start Assignment 2 for a better understanding of the project.

Basic UML, create a diagram similar to slide 22 of requirements\_design.ppt

Jun 21, 2022

**2:00 PM - 2:55 PM**

Go over requirements for group assignment.

Use cases- login, user account, create account

Create a lobby

Use case 3 overall gameplay

Username at least 3 characters

Password limitation only ascii characters

Prompt user if password is incorrect to enter again if persists for more than 3 times then ask to create new account

Notify user if no account is found direct them to signup

Exception is considered the lengths of UN and PW

Use case signup

If username already exists tell client to create a new one - server side

Use case Lobby view

server has currency reload/ deposit funds bottom right of menu. To join a lobby you will need to wait until a round is done.

Each lobby has one table

Alternate pathways for use cases using alphabetical order: 1A, 1B, 1C

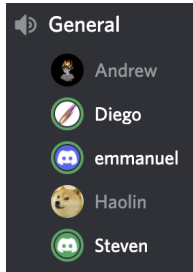
2A, 2B, 2C ... etc.

Ammanuel work on class diagrams

Steven work on use cases

Andrew work on scheduling

Jun 21, 2022



**9:00PM - 9:45PM**

Dealer and player are subclasses

Different instances should have a dealer, deck, and players

Use cases need to be complete to further other steps

Roles have been assigned