**Progress Report**

**- Increment 1 -**

**Group #4**

# Team Members

*Cristhian Prado – CP21H – CP21H*

*Caleb Rachel – CMR21D – CalebRachel*

*Lucas Compton – LAC20B – ok20012*

*Mason Day – MLD21G – Mason-Day-Cs*

1. **Project Title and Description**

*“Project Deck” is an innovative card suite designed to help players, especially new players, learn how to play Poker. The game provides both an insightful tutorial and dynamic bot gameplay to go against and get accustomed to the game of Poker.*

1. **Accomplishments and overall project status during this increment**

Increment 2 yielded the majority of implementation and functionality for the project. The following that was implemented this increment will be listed below in a bullet point format:

*Key Implementation*

* Single Player begin sequence
* Deck Management
  + Asset Management to find card faces and backs
  + Assigning chips
  + Create Deck
  + Shuffle Deck
  + Deal Initial Cards
  + Process Bot Actions
  + Process Player Actions
  + Perform Showdown
* Player Action Management
  + Raise

Compared to our overall scope for the project, all that remains is finalizing player actions as well as dynamically updating and notifying the user of which players turn it is.

1. **Challenges, changes in the plan and scope of the project and things that went wrong during this increment**

* *Bots would initially fold out of position and would raise invalid amounts*
* *Having the blinds change to the next position after a turn has ended*
* *If one bot folds, they all do*

1. **Team Member Contribution for this increment**
   1. ***Progress Report***
      1. *Written by: Cristhian Prado & Caleb Rachel*
   2. ***Requirements & Design Document***
      1. *Written by: Cristhian Prado*
   3. ***Implementation & Testing Document***
      1. *Written by: Cristhian Prado*
      2. *Contributed to Execution-based Functional Testing: Caleb Rachel, Lucas Compton, Cristhian Prado*
      3. *Contributed to Non-execution based Testing: Caleb Rachel*
   4. ***Source Code***
      1. ***Scenes***
         1. *MainMenu Scene: Cristhian Prado*
         2. *SinglePlayer Scene*
            1. *Board Design: Caleb Rachel*
            2. *Game Flow: Caleb Rachel*
            3. *Bot Actions: Caleb Rachel*
            4. *Player Action Updates: Caleb Rachel, Lucas Compton*
            5. *Audio Updates: Cristhian Prado*
         3. *Tutorial Scene: Cristhian Prado*
         4. *Settings Scene: Cristhian Prado*
         5. *Quit: Cristhian Prado*
      2. ***Code***
         1. *GameManager.cs: Cristhian Prado*
         2. *DeckManager.cs: Caleb Rachel*
         3. *PlayerActions.cs: Caleb Rachel, Lucas Compton*
   5. ***Video / Presentation***
      1. *Recorded & uploaded by: Cristhian Prado*
2. **Plans for the next increment**

* *Finalize Game Flow and Functionality*
  + *Finishing blinds*
  + *Card Rankings*
  + *Player Action: Raise*
  + *Player Action: Call*
  + *Player Action: Fold*
  + *Dynamically update turn indicator*
* *Audio Management*
  + *Background Music*
  + *Button Sounds*
  + *Fold, Raise, Call sounds*
* *Enhance User Interface to be more aesthetically pleasing*

1. **Stakeholder Communication**

Hello,

On behalf of the Development Team, we are pleased to inform you that extensive progress has been made on the functionality and implementation of the game Project Deck, that we wish to put forward. The Development Team has established all of the foundations required of the game and all that is left is some functionality and bug fixes.

We have been able to implement a general game flow where a player is able to Raise, Call, and Fold, like they would a normal Poker game. They take turns with the bots also taking turns.

This progress, as always, is met with a few challenges along the way. Since last time, the team has alleviated scheduling conflicts yet has found challenges along the way in developing the product. Notably, there being indeterministic results occurring within the game flow.

We expect the next email to detail the completion of Practice Deck.

Thank you.

Sincerely,

Practice Deck Development Team

1. **Link to video**

[***https://www.youtube.com/watch?v=JBCerhDTp8M&ab\_channel=LucasCompton***](https://www.youtube.com/watch?v=JBCerhDTp8M&ab_channel=LucasCompton)