**Progress Report**

**- Increment 3 -**

**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 3 yielded the full completion of the program. The following that was implemented this increment will be listed below in a bullet point format:

*Key Implementation*

* Small and Big Blind Implementation
* Bots no longer fold out of position
* Minor Audio Queues added
* Corrected card flipping
* Corrected turn indication
* Showdown Implementation at final round
* Pot Awarding to winner of the round

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

* *Folded bots weren’t given their cards back at the start of a new round*
* *Flipping of the cards wouldn’t always trigger for community cards*
* *Player turn indication in console wouldn’t update*

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, Lucas Compton*
            3. *Bot Actions: Caleb Rachel, Lucas Compton*
            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: Lucas Compton*
2. **Plans for the next increment**

* *N/A*

1. **Stakeholder Communication**

Hello,

On behalf of the Development Team, we are pleased to let you know that the final, ready to be deployed version of the game *Practice Deck* has been completed. Full functionality has been developed and bug related concerns per the last email were addressed.

Small and Big blinds were implemented, audio queues were added, and extensive bug fixes were pushed along the way.

As always, we did stumble upon new challenges facing us, namely those of which hindered multiple game gameplay, where after one “game” was over, the next was not able to start due to bots not being given their cards. This has, of course, been mended and the game works multi-round, per se.

Thank you.

Sincerely,

Practice Deck Development Team

1. **Link to video**

[*https://youtu.be/lwEz2OJDbqo*](https://youtu.be/lwEz2OJDbqo)