

Progress Report

- Group 36 -

Bugwatcher

Group Member:

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Project Specification

-create our own “**UNO**”

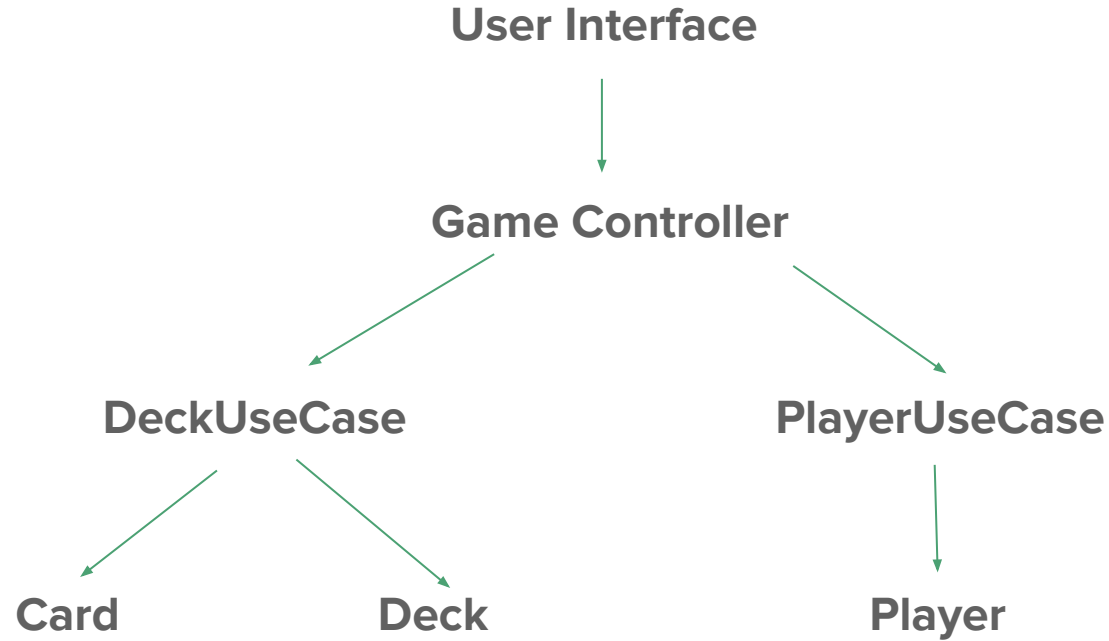
-What is “**UNO**”

-current progress

-our goal



CRC model



Scenario Walk-through

1 initialization

2 check what we can play then play cards

3 no card playable and draw card

Skeleton program

Screen Sharing...

Contribution

Jialun Chen: Player.java

Xinyuan Wang: Controller.java and github structure

York Chen: Deckusecase.java

Yuezheuxan Zhu: PlayerUseCase.java and its tests

Wise Chua: Deck.java Unittest Github Structure

Ziqian Gao: Card.java

Yao Zhou UI design

Future Expectation

- Optimizing basic settings
- Implementing more rules
- Developing more game mode

Reflection

- was planning to make a more complicated TCG
- should we use more interfaces instead of subclasses
- should we add more entites and try to create more features
- is our work allocation distributed evenly
- are we still on-track

Our question

In CRC model, should the subclasses explicitly show their responsibilities that inherits from the superclass?

Is our code clear enough?

Is our project complicated enough?

Do we need to create more interface?