

After actually completing the project, I think we noticed that our class diagram needed a lot more work. I don't think it was too far off, as we were on the right track with it. There were just a lot of small classes and functions that we overlooked while creating the diagram, but I think we got the main idea down. As for myself I know the menu feature I created on the class diagram is very similar to the actual code I created. However, I forgot to add all of the additional buttons and events that I would need for it to fully function. I think overlooking that when creating the class diagram made it a lot more difficult when it came time to actually code.

Implementing the new deal button, War title and split pile functionality was fairly straight forward. I didn't anticipate using so many external classes so our class diagram was slightly off as the WarMoveInit was not considered. The deal button is the same one used in the pickup52 game just with a different set of rules and changing the title was also an easy change

For implementing the tie rule I initially thought of making a subclass for move for when a tie occurs. During implementation I learned that the Rules class holds each of the different rules instead of making subclasses per each one. The tie rule then should be put in with the card comparison section during the card move function.

We were able to implement the functionality of players taking cards from their decks, though it is done roughly. We were able to implement our design in a very basic manner. We could not implement this feature in multiplayer as we were unable to figure out how to verify whose turn it was, but in single player we could just assume the player clicks the stack in order. Though, if a player spam clicked one pile every three clicks there would be a card drawn from their deck.

Similar to the previous functionality, we were able to implement the ability to take a card from the center pile, but that was about it. We were unable to draw a card from the CardEvent, thus could not compare card values. Because of this we could not do checks to see if the card values were equal to begin a 'War'.

All in all I think when it comes to talking about our class diagram we could have done a better job. I think we got the big picture and understood the assignment. I just think we need to be more careful with the smaller details because those are just as important as anything else. For example I can't make my menus if I don't make buttons for the menus. Otherwise the menu is just blank with no functionality. We need to be more cautious of the small things like that.