ECM2414 Software Development

50/50

Development Log

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Date/Time | Duration | Roles | | Signatures | |
| *Person 1* | *Person 2* | *Person 1* | *Person 2* |
| 20/10 | 2h | Driver | Observer |  |  |
| 21/10 | 2h | Driver | Observer |  |  |
| 23/10 | 3h | Observer | Driver |  |  |
| 24/10 | 3h | Observer | Driver |  |  |
| 26/10 | 2h | Driver | Observer |  |  |
| 27/10 | 4h | Observer | Driver |  |  |
| 28/10 | 4h | Driver | Observer |  |  |
| 29/10 | 3h | Observer | Driver |  |  |
| 03/11 | 5h | Driver | Observer |  |  |
| 04/11 | 3h | Driver | Observer |  |  |
| 07/11 | 3h | Observer | Driver |  |  |
| 08/11 | 3h | Observer | Driver |  |  |
| 11/11 | 5h | Driver | Observer |  |  |
| 15/11 | 2h | Driver | Observer |  |  |
| 16/11 | 4h | Driver | Observer |  |  |
| 17/11 | 5h | Observer | Driver |  |  |
| 18/11 | 7h | Observer | Driver |  |  |

Code and Performance

# Classes and Interfaces

In terms of classes, alongside the required Card and Player classes, we've also decided to implement a Game, Deck, GameLogger and Mediator classes. While the Card and Player classes could easily be represented as numbers, having them as classes makes the code much easier to read semantically, and the Player class in particular needs to have attached functions. In addition to this, the Deck class is also needed to hold functions relating to given Decks- this also adds to semantic meaning.

The Game class is used to represent a game session, and the reason this is separate from the main CardGame class is that not only does Game not have to deal with input, it could also allow multiple games to be run from the main CardGame class if need be in the future. It also makes it very easy for these classes to be exported as a Library because it's entirely separate from the main running class (in this case CardGame).