

Collaboration PDF

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We worked together on this project. I (Andrew) worked mostly on handling the game logic like making the classes for all the game play such as gameInfo, Card, BaccaratGame, and GameLogic, as well as testing. Christian worked more on the networking side of things in make the connctions from the client to the server as well as Developing the GUI in scene builder. This was a fun project to work on together and we learned a lot about networking.