Abstract

The Go Fish game that we created was made for the purpose of entertainment. We decided to have a GUI interface hold the code, and for the code to be written in JavaScript. When creating the game, it was necessary to have a human player and an AI player. These were created as classes and subbed from the player class. Now, during each call, the program could run for each necessary step through each of these classes. The game starts with 5 cards and players take turns asking for the available cards in the other players hand, but you lose your turn if they don’t have the card. We created an Enum for types of cards available in a card deck. The game includes one hand of cards for each player, so an array was created to have this function. For each class a set of functions are available to ask for cards, draw cards, remove cards, etc. Each of these functions subsided under the player class. When the program runs in main, the hand is dealt, and the user then guesses what card the AI might have. The system scanner method in Java allows for this to happen. This is the only situation of which the scanner is used, but occurs multiple times throughout the code.