Abstract

The Go Fish game that we created was made for the purpose of entertainment. We decided to have a Command Line interface to hold the code. The program will go through a basic game of Go-Fish. The user will be given five cards at random as well as the A.I. The user will then ask the program for a card. If the A.I. has the card, then that particular card will be removed from the A.I.’s hand and added to the user’s hand and the user will be asked to ask for another card. If the A.I. does not have the card, then the program will output Go-Fish and then add a card to the user’s hand. The same thing will proceed to happen, vice versa with the user. This process will go on until one of the players (User or A.I.) have all the same cards in hand. First player to accomplish this wins the game and program will terminate.

UML Use Case Diagram

Diagram

Description automatically generated

Team Assignments

De’Ablo: Code the parent class and assure that the users each are provided with a set of cards at random.

Sam: Code the birth class and assure that the proper actions are being taken after the Go-Fish question is asked.