Discovery Group Project

**Final Submission**

Go Fish!

**Members**

**Heath Francois –** Created and submitted all documentation of the project, updates, power point presentation, final submission, testing and debugging.

**Danh Tran** – Created the Player Class and functions, pseudocode, testing, debugging and was solely responsible for the interface and graphics.

**Matthew Rozendaal** – Created the main class and the functions to create and display the cards, testing and debugging.

**Gabriel Lockner** – Planned the structure of the program.

**Hours**

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| --- | --- |
| **Heath Francois** | 14.5 |
| **Danh Tran** | 20 |
| **Matthew Rozendaal** | 9 |
| **Gabriel Lockner** | 10 |
| **Total** | 53.5 |

**Project**

The project that our group completed was a computer version of the card game Go Fish! The project is a two player game that deals the 7 card hands for the players, pairs any matches, draws additional cards and displays each players matched cards until eventually declaring a winner. The project was completed to run in a graphical interface with players using the same computer for play.

**Achieved Goals**

* The ultimate goal was to build a working program.
* Numeric values were assigned to each card and those values were then translated into the actual card value.
* The players hand was displayed for the user.
* The player was able to choose their own card to ask for.
* Cards were removed from opponents hand and paired with cards when a match was requested.
* The pairs for each player were displayed.
* The program was completed to run in an interface and included graphics of the cards and easy to manipulate buttons.
* All required milestones were met by the goal date set out at the beginning of the project.

**Things we would have liked**

* We had originally wanted this to be a one player game using artificial intelligence for player 2.
* We would have liked to have had a scoreboard showing the tally of each players matched cards.

**Challenges & Obstacles**

When working on a group project outside of structured environment the largest obstacle is attempting to get everybody involved and on the same page.

While the project came together it was mostly done on an individual basis and not in a group setting. The group met a couple of times but most of the group interaction was only in class.

Getting all members of the team involved in the project.

**Project Overview**

The program was finished in a timely manner that allowed for the development of the interface and graphics to enhance the original console program. The group worked hard and produced a quality product according to the majority of the specifications outlined at the start of the project.

It is my determination that this project has been completed at a satisfactory level.