Notes-Project Semester Final (BlackJack)

5/4/17

Today the group finished the statue report

-Chidvi, Aryan, Frankie, Western

-Discusses game plan for BlackJack

-debating whether or not to implement GUI or clean text due to time

-Going to work on rough draft that applies to the rubric by next week(early Mon-Wed)

-pseudo-code;

5/5/17

Today we polished the status report for turn in

-added and completed details of each member

-Chidvi, Aryan, Frankie, Western, Shravani

-BlackJack sub-methods:

-shuffling

-card

-random(randomize cards on computer

-trying to uses the elevens lab (parts) but not a whole(using it as an idea starter)

-We plan to work “together” using codeshare

-we started off by extracting the methods we need from the elevens lab(cards.java,deck.java, and shuffle.java)

5/6

-project plan

5/7

-rough draft of shuffle, deck, card(Aryan)

-finishing up draft

5/8

Our main goal this week is to have a code that works in a way and meets the requirements in the rubric

-prep for presentation

-time efficiency

-we are gonna do clean text because lack of time

-look at rubric

5/9

-print rubricX

-collaborated with project manager to see what I could do to help with the project

Group leader continues to edit and finalize code

5/10

-print rubric

-finished code for Black Jack

-completing powerpoint

-there are small bugs that show on the game

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-we did our status report

5/11

-print rubric for tomorrow

-work on a way to present

-code done

-work on the powerpoint

-try to finish project by 5/12

5/12

-¾ project done

-presentation in process

-finishing project

-code works!!

-the goal for the weekend is to try to make everyone put effort into the powerpoint in order to complete the project on time.