
Point and Click Yahtzee

Java the Hutt

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Project Overview

- Project Problem:
 - We were asked to implement a multiplayer yahtzee game with a GUI
 - Main Features:
 - Player Name Choice
 - Quit Button
 - Preview Scorecard
 - 4 person playable
 - Limitations were
 - Java swing
 - TIME!
 - Dominic's mac
 - Assumptions were that
 - Can wrap all singleplayer features into a player class and ship it as multiplayer

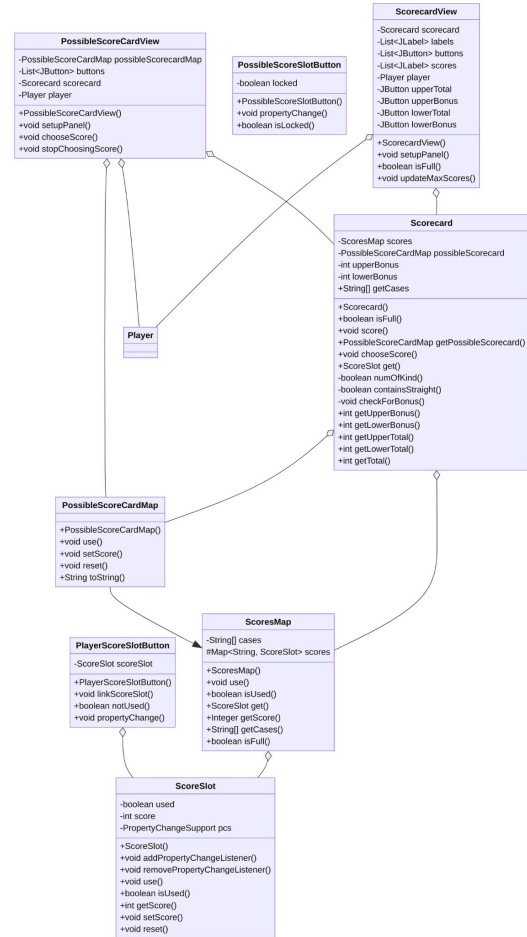
Project Requirements

- Making Sure a Single Player's Turn Works
 - Made sure that just the core single player worked
 - Without this, the game doesn't work
- Once a player's turn ends, it moves on to the next one
 - Wanted to make the game run without the need for a refresh button
 - Used listeners to accomplish this
- When the Last Player's Scorecard is Filled, a Winner is Declared
 - Automatically after the last scorecard is filled, a pop up appears with the winners points value

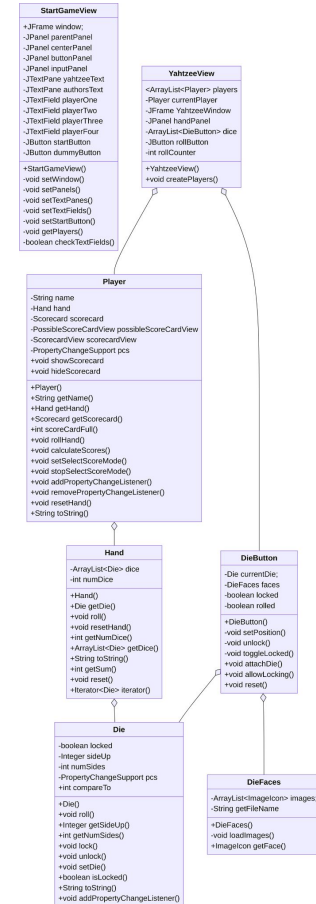
Project Solution Approach

- How did we approach the GUI?
 - Single frame, rotating between the player components
- What game/ui features did you really identify and work towards in your take on Yahtzee?
 - Player rotation
 - Connecting a color to a player

Scorecard UML Design



Remaining UML Design



Team Collaboration Approaches

- How did we collaborate?
 - Used Discord for meetings and just general communication
 - Used webhook integration to see issues
 - Git Issues
 - Kept us on schedule
 - Easy to see what work was left to do and what was done
 - Git Branches
 - Helped keep work separate
 - Coding as a group is hard, getting separate code to work together is hard
 - Mostly coded separately but had one group crunch time hacking session

Testing, Validation, and Acceptance Plan

- What testing approaches do you plan on using?
 - Unit tests
 - Written by user who writes that source code
 - Integration tests
 - Written by the people combining work
 - Functional tests
 - Manually checking each field/box/button is working properly
 - User tests
 - Manually trying to break the game
- What's the #1 way you'll be able to say "Our project is deliverable"?
 - By passing all our tests, even the lint test ...
 - Having a smooth playback experience

Live Demo Time

Let's up it works

Summary

- What Did We Learn?
 - That coding in a group is fun but also hard with all the moving parts
 - Git issues/branches are your friend
 - Yahtzee isn't as scary as it seems
 - Mac's like to mess up, a lot, or it's user error
- Key Takeaways:
 - Use the git workflow: it works!
 - Every issue can be made broken down into smaller ones