

Go Fish

A CS205 Software Engineering Project for Dr. Jason Hibbeler

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Overview

- Credits
- High Level Game Design
- Statistics
- Game Demonstration
- Development Process

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- Human Player Logic: Phelan Vanderville
- AI Design: Josh Dickerson
- Card,Deck,Hand classes: Josh Dickerson
- User Interface: Ethan Eldridge
- Presentation: Ethan Eldridge
- Game Loop: Danielle Steimke
- Card,Deck,Hand refactoring: Scott MacEwan
- Game Design: Phelan,Josh,Ethan,Scott,Danielle

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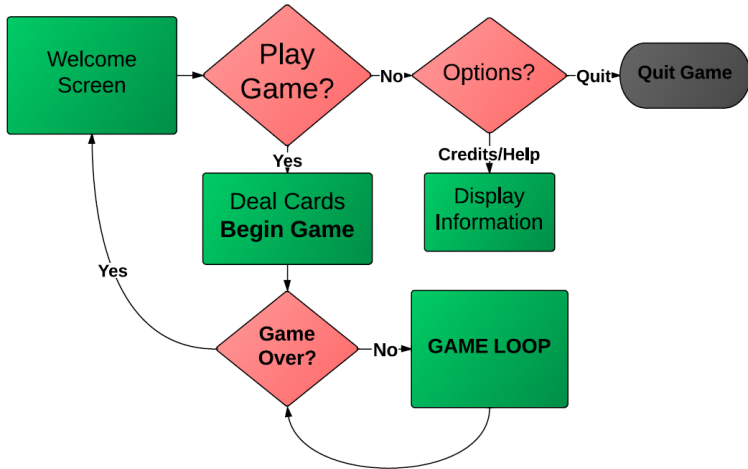
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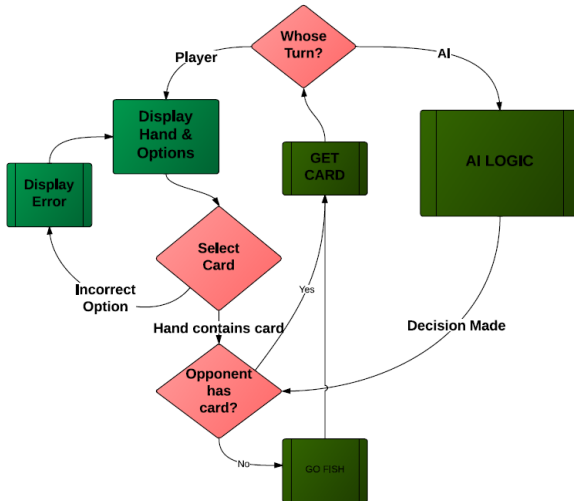
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Game Overview



Core System Logic



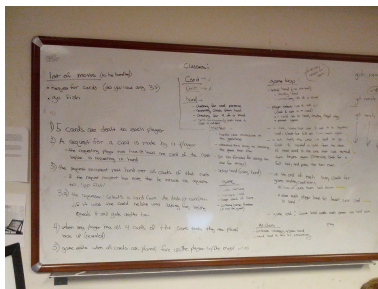
Statistics

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Demonstration

Initial Planning

- We all sat down and whiteboarded the overall design
- Using Josh's premade classes of Deck, Card, and Hand as a template we planned out interfaces
- We set up git repositories and remotes to allow for a distributed source



Initial Planning

- We created a google Drive project specifying
 - Contact Information
 - Areas of Responsibility
 - Game Specifications

