Euchre

Week 5 Status Report

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1 User Scenario for Week 6

- Implement prephase to each round including "pick up" and "pass" buttons, selection of trump, and starting with the correct player each round.
- Disable the playing of cards that do not follow suit

2 Draft Tests for Week 6 Scenario

Tests for next week's progress will include:
- Does picking up result in the correct starting player
- Is a starting player selected if everyone passes
- Does the AI properly pass or pick up
- Does the game properly reject playing cards that are not valid

3 Class Diagram
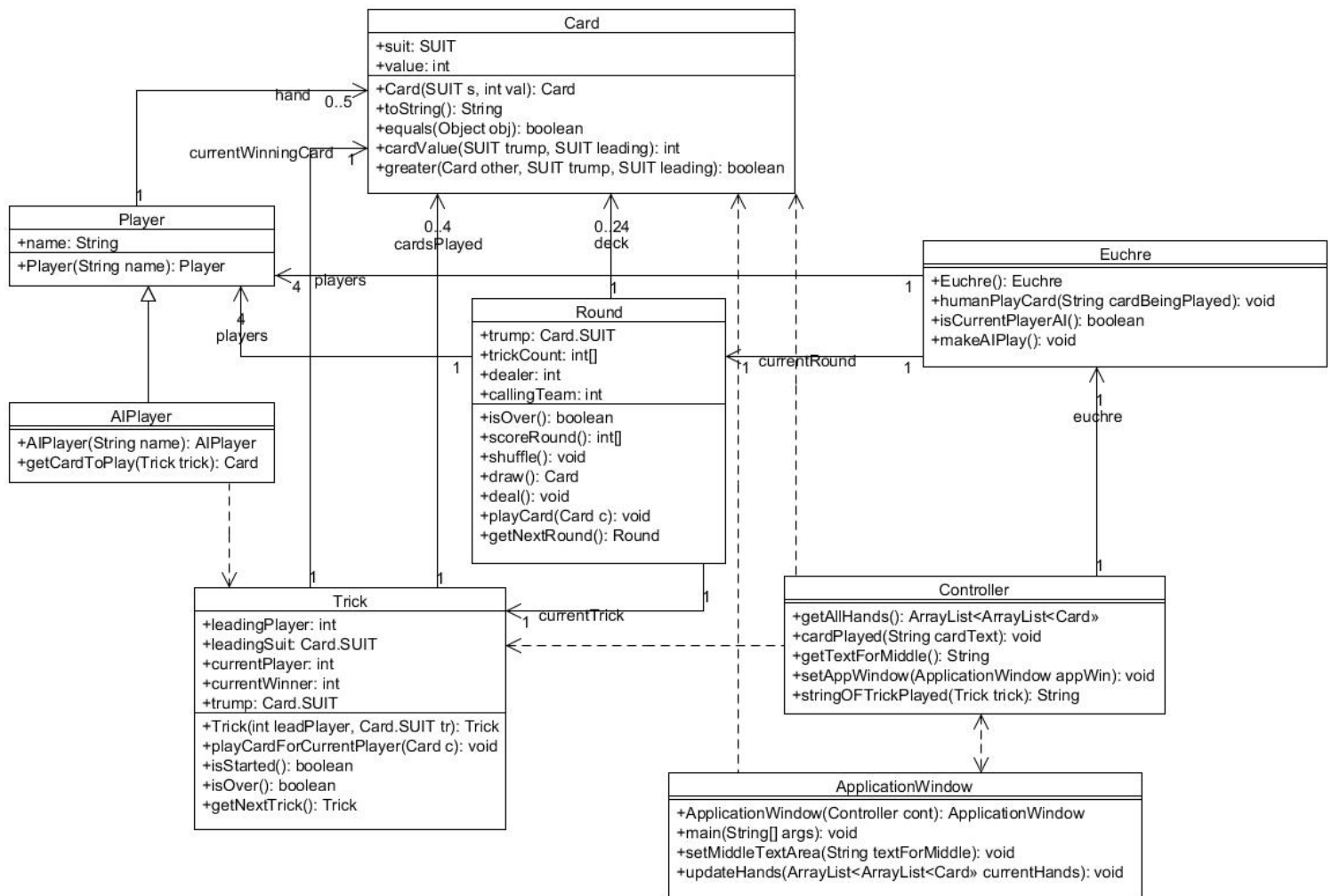
4 Code Coverage

Our code coverage tool gives us an 80.4% coverage of our project, 3466 instructions covered out of the 4312 instructions total. However there are only 8 uncovered instructions from non-testing classes excluding the application window, controller and main class. If adjusted to exclude the testing classes and the three just mentioned that brings the numbers to be 1061 instructions total therefore that percentage is 99.2% covered.