Multi-Mode Java Casino Card Game with Unit Testing

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Year Developed: 2019
Project Type: Solo group project completed independently as part of coursework at Mount Royal University.
Language: Java
Frameworks/Testing: JUnit for unit testing

Project Description:

This Java project is a multi-game casino simulator featuring several classic card games including Pu Banco,
Hi-Lo, and other table-based gameplay logic. Built entirely in Java, this project was part of a group coursework assignment,
but completed solo. The game uses an object-oriented structure with clearly separated classes for game logic, user interface,
and file management.

The project includes:

- Card, Deck, CardHand: Core game engine classes for card generation and management.
- hiLo, puBanco, Banker, Casino: Concrete implementations of individual games and logic.
- Menu, MenuOption, Runner: Console-based user interface and interaction routing.
- fileManager: Utility class to read/write scores and states.
- Unit Tests: Comprehensive test coverage using JUnit, demonstrating knowledge of test-driven development.

Skills Demonstrated:

- Java object-oriented programming
- Console input/output control
- JUnit testing and test suite creation
- File I/O for persistent game data
- Modular class design and encapsulation
- Console-based UI navigation with menu systems