Progress Report

# Apples to Apples

For this week, our goal was simply to get an idea of how we were to code out this card game. During our meeting, we discussed any changes that could be made to the original design (which was nearly complete but had flaws). We gave specific focus to the cards, looking over their attributes, initial placement, and how they would move and/or change throughout the program’s span.

I already realized that each (red) card would need some small record of who they belonged to, so a reference variable was added to the class itself, in the design. As for coding, currently I have written the Card class in Swift with a variable “owner” but we’ll need to review reference variables in swift so that we can be sure that “owner” will be used correctly. This is the same for linking each card together, but only when inside a deck. The reason being that when cards come from a Player’s “hand,” they will be directly selected rather than having any need to be searched for or iterated between.

I’ve decided to write the Game class last because of how large it should be and since we have pseudocode to work off while creating it.

X: Unreached O: Done P: In Progress

To Do List:

1. Updating of diagrams prior to reflect the tweaked design
   1. Use Case (X)
   2. State Chart (X)
   3. Sequence (X)
   4. Object (X)
   5. Class (X)
2. Writing Card class (P)

In the week coming I intend to write the code for the other two classes, Player and Game, as well as their basic interactions. The Game class itself will manage all the game rules and dealings of the cards, and players will also have a link (reference) to the next to cycle out whoever the Judge is in each round.