

MULTIPLAYER YAHTZEE

TEAM: ZAGS HELP ZAGS

MEMBERS: JACKIE, JESSE, JOHN, KATIE

PROJECT OVERVIEW

WE IMPLEMENTED A GAME CALLED YAHTZEE. THE VERSION WE ARE BUILDING IS THE ORIGINAL, MULTIPLAYER GAME WHERE PLAYERS ARE COMPETING TO GET THE HIGHEST TOTAL SCORE AND WIN.

MAIN FEATURES:

- ASKED USER TO SELECT AMOUNT OF PLAYERS
 - LIMITATIONS: MAX 4 PLAYERS
 - ASSUMPTION: 3 ROLLS, 5 DICE, 6 SIDED
- EACH PLAYER TOOK TURNS ROLLING AND SELECTING FROM SCORECARD
 - LIMITATIONS: SCORE LINES CAN ONLY BE USED ONCE
 - ASSUMPTIONS: PLAYERS TAKE TURNS IN ORDER AND REPEAT

PROJECT REQUIREMENTS

- USER SELECTED NUMBER OF PLAYERS IN THE GAME
- ROLLABLE, VISUALIZED DICE
 - USER SHOULD BE ABLE TO PICK WHICH DICE NOT TO ROLL
 - AFTER 3 ROLLS, PLAYER'S TURN ENDS AND THEY MUST PICK A LINE TO SCORE
- A VISUALIZED, SCORECARD
- AT ANY POINT THEIR TURN, PLAYER CAN SELECT A LINE TO SCORE
- SWITCH TO THE NEXT PLAYER AFTER A COMPLETED TURN
- ABILITY TO PLAY ANOTHER GAME WHEN ONE GAME IS COMPLETED

PROJECT SOLUTION APPROACH

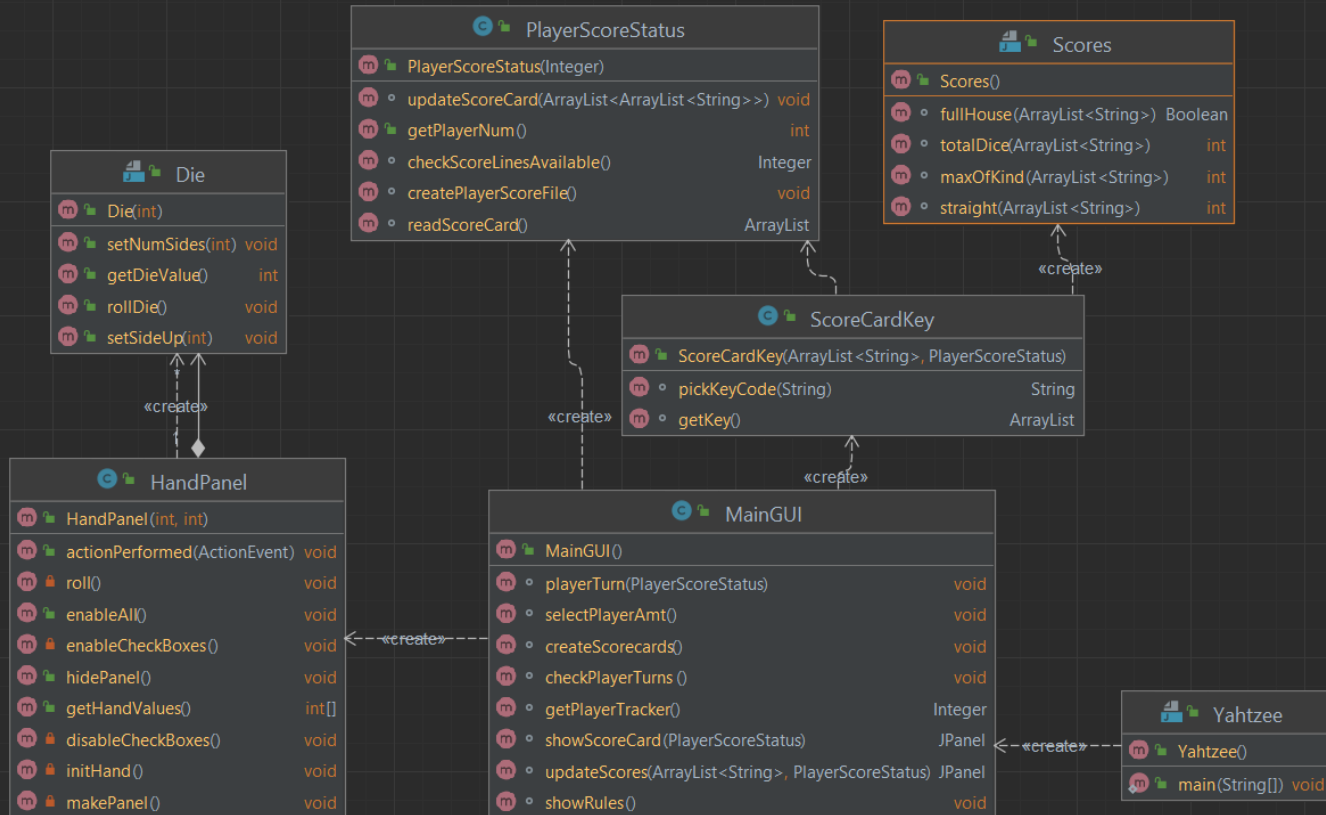
MAJOR COMPONENTS:

- HAND
- SCORECARD
 - SCORE STATUS FOR EACH PLAYER
 - READING AND UPDATING SCORECARD
 - SCORECARD KEY
- GUI FRAME – PANELS
 - RULES, PLAYER AMOUNT, ROLLS, SCORECARD, ETC.

FOCUS FEATURES:

- THEME
- CHECKBOX AND DROPDOWN MENUS TO PREVENT INPUT ERRORS
- VIEWING AND SELECTING SCORES AT ANY POINT
- VIEWING ALL TOTAL SCORES AT END

UML CLASS DIAGRAM



TEAM COLLABORATION APPROACHES

- OUR PRIMARY FORM OF COMMUNICATION WAS A SNAPCHAT GROUP CHAT
- AT THE END OF THE DAY, WE WOULD REVIEW OUR ISSUES AND MARK OFF THE ISSUES WE COMPLETED
- GIT BRANCHES WERE USED FOR TESTING
- HACKING SESSIONS WORKED WELL FOR US
- LESSONS LEARNED:
 - COMMUNICATION
 - VISUALIZATION

TESTING, VALIDATION, AND ACCEPTANCE PLAN

- TESTING APPROACH
 - BRANCHING
 - UNIT TESTING
 - USER ACCEPTANCE TESTING
- OUR PROJECT IS DELIVERABLE
 - YOU CAN PLAYER A FULL GAME OF YAHTZEE WITHOUT ERRORS AND PLAY AGAIN

LIVE DEMO TIME

- YAHTZEE...
HALLOWEEN
EDITION!



SUMMARY

- LESSONS LEARNED:
 - GITHUB IS HARD
 - MAKING IT UNIQUE IS FUN!
 - PATIENCE IS KEY
 - TEAM BONDING IS IMPORTANT