

Final Project Individual Contributions Report

CPSC 224

This report is on your individual contributions to your team's final project for CPSC 224. This report helps me to gauge your participation with the team, especially when compared with the two peer evaluations your teammates submit, and my own investigations into your team's git repository history.

The individual report isn't meant to be an extensive document, but I do want you to comment on your own contributions. In a couple of the sections I ask for evidence of your work. This can be tough for team projects, but fortunately you'll be able to run a few tools to gather up your work for the team, especially on the code in GitHub.

Please fill in each of these question sections below. Additional pages can be added in the appendix, especially a combination of Git output and screenshots.

Section 1: Team Information

Your name: McEwan Bain

Your team's number: 3

Your team's name: Eric Crandall Poker Face

You team's game you chose: Texas Hold'em Poker

Section 2: Team Coordination

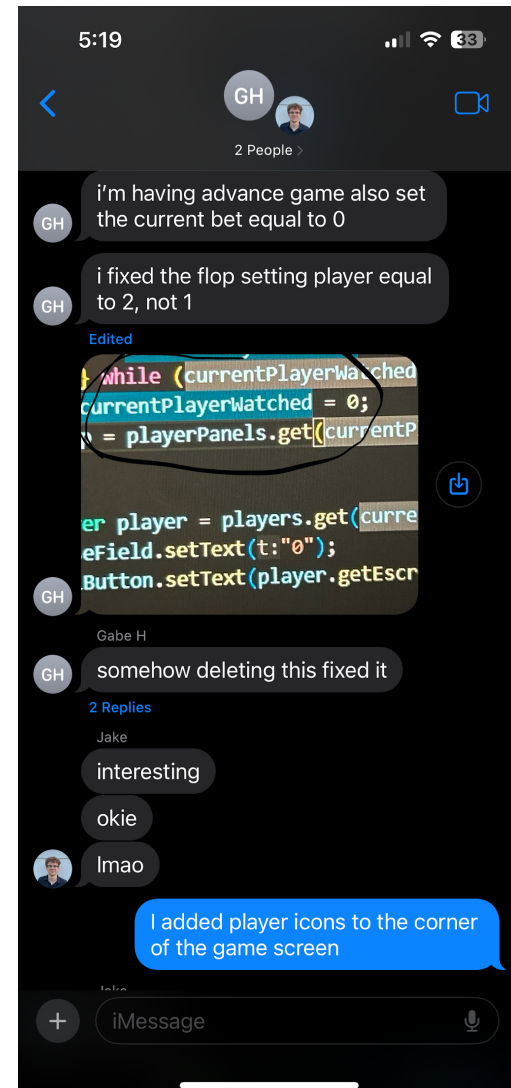
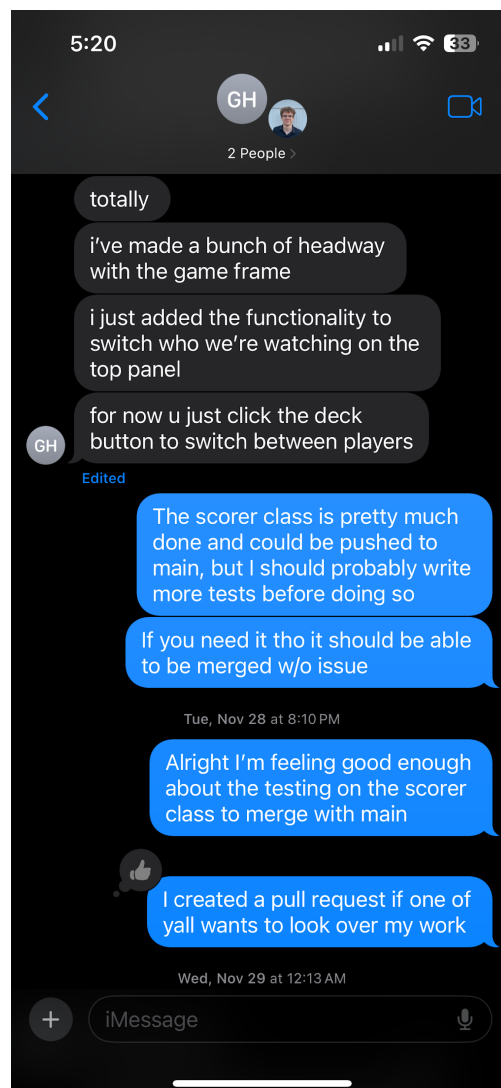
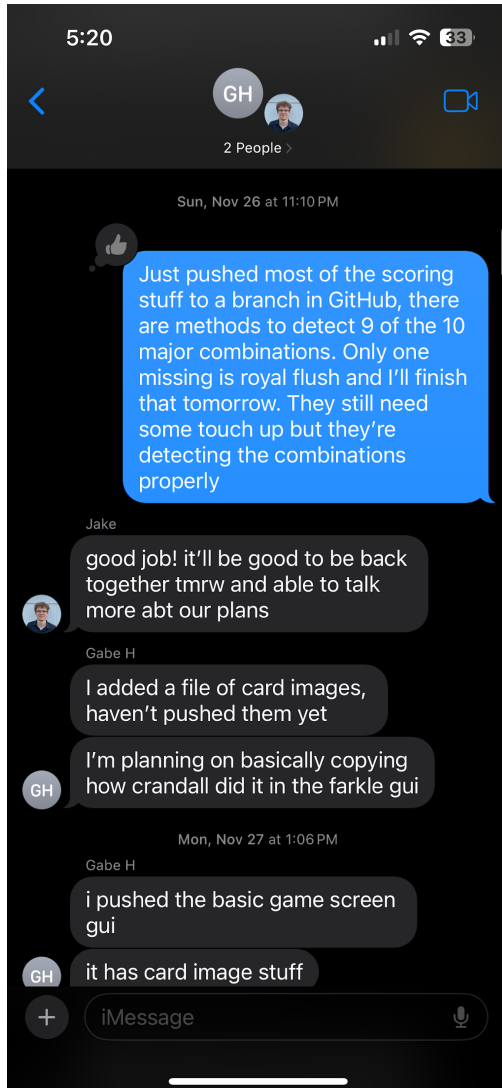
What tools did your team use to communicate & coordinate?

Imessage/text

How many meetings did your group have in person (roughly)? How many of those meetings did you make it to?

We had 4 group meetings and I made it to all of them.

Add a screenshot here of you communicating with your team on the project itself, not just coordinating a meeting or something. Actual discussion about the engineering/code:



If your team used some kind of issue tracking or work tracking board (GitHub issues, Trello, etc), take a screenshot of it with some of your cards/issues/work showing and add it here:
We did not use any issue tracking software/features

Section 3: Project Documentation

What sections or parts of the project documentation did you write? Add a snippet (up to ½ page) of your own writing or materials you added to the team's documentation.

I wrote up the entire presentation and did a fair chunk of both the project plan and project write up (Intro, solution approach, test plan).

Snippet from my writing:

Our team made a South Park themed GUI poker game, specifically the variant of Texas Hold'em. Texas Hold'em is a variant of poker where players have 2 card hands and 5 community cards. Players win by making the best 5 card combination of cards in their hand and the community cards. The game starts with a round of betting after hands are dealt, then the first three community cards are revealed (the flop) followed by another round of betting, then the 4th card (the turn) is revealed and another round of betting follows, then the 5th card (the river) is revealed and one final round of betting ensues. During any round of betting the first player has the option to bet their desired amount, fold, or "check" the bet, subsequent players have the option to call, raise or fold. If the first player checks, the next player is also allowed to check. If all players check, the betting round ends. When a player makes a bet, that bet goes into the pot and whichever player wins the round keeps the whole pot. A round ends when all but one player folds or immediately after the last round of betting (after the river is overturned). A game is over after a set # of rounds or when one player obtains all the available chips (all other players go bankrupt).

Section 4: Project Code

Here's the big one on the code itself. Please provide evidence of the code that you added to the project. Roughly how many lines of code did you write for this project? Not all lines are equal, so lots of lines doesn't always mean more or more difficult work, but look back and add them up for me. You can do this with several tools in git.

Lines of in the code (roughly): 1653 (Got this number from github insights)

What were the parts of the code that you made the biggest contributions to? This can be classes, testing, etc, but list off where you spent your most time on this project:

I spent most of my time working on the Scorer class and the ScorerTests. I also worked on player icons and implemented the scoring system into the GUI.

Add at least one, but perhaps a couple (but not everything) of screenshots of your git blame output that shows your contributions. If you want to show lots, put most of it in the appendix.

My github insights contributions

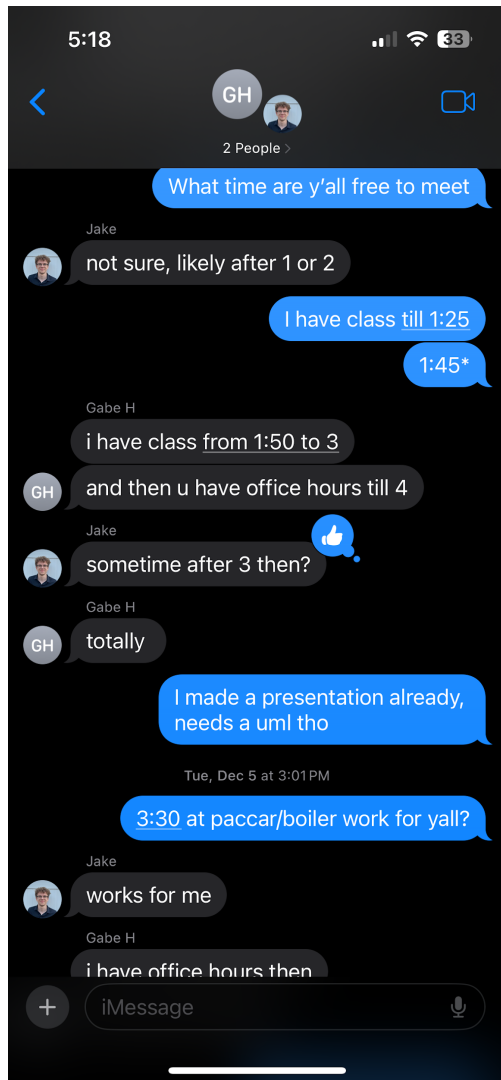


Section 5: Optional/Misc

Were there any other kinds of contributions you made to the project or your team that you would like to call out? Perhaps some artwork? UI sketches? Scheduling the meetings? You can list them, and ideally provide evidence of it, here.

I drew up the initial ui sketches

Scheduled several of our meetings. Ex:



Appendix: Additional materials if you have any to add