

TwentyOne

SINGLE PLAYER

MULTIPLAYER

SETTINGS

INFO

TwentyOne

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TwentyOne Lobby

Player 1 READY
Player 2 READY UP
Player 3 READY
Player 4 READY

START GAME

User Interfaces

Single Player:

Playing against a computer AI

Multiplayer:

Lobby join menu, view lobbies with players in them and select which one you would like to join.

Game menu: While playing against other players use the ingame chat system and select what moves you think will win you the hand!

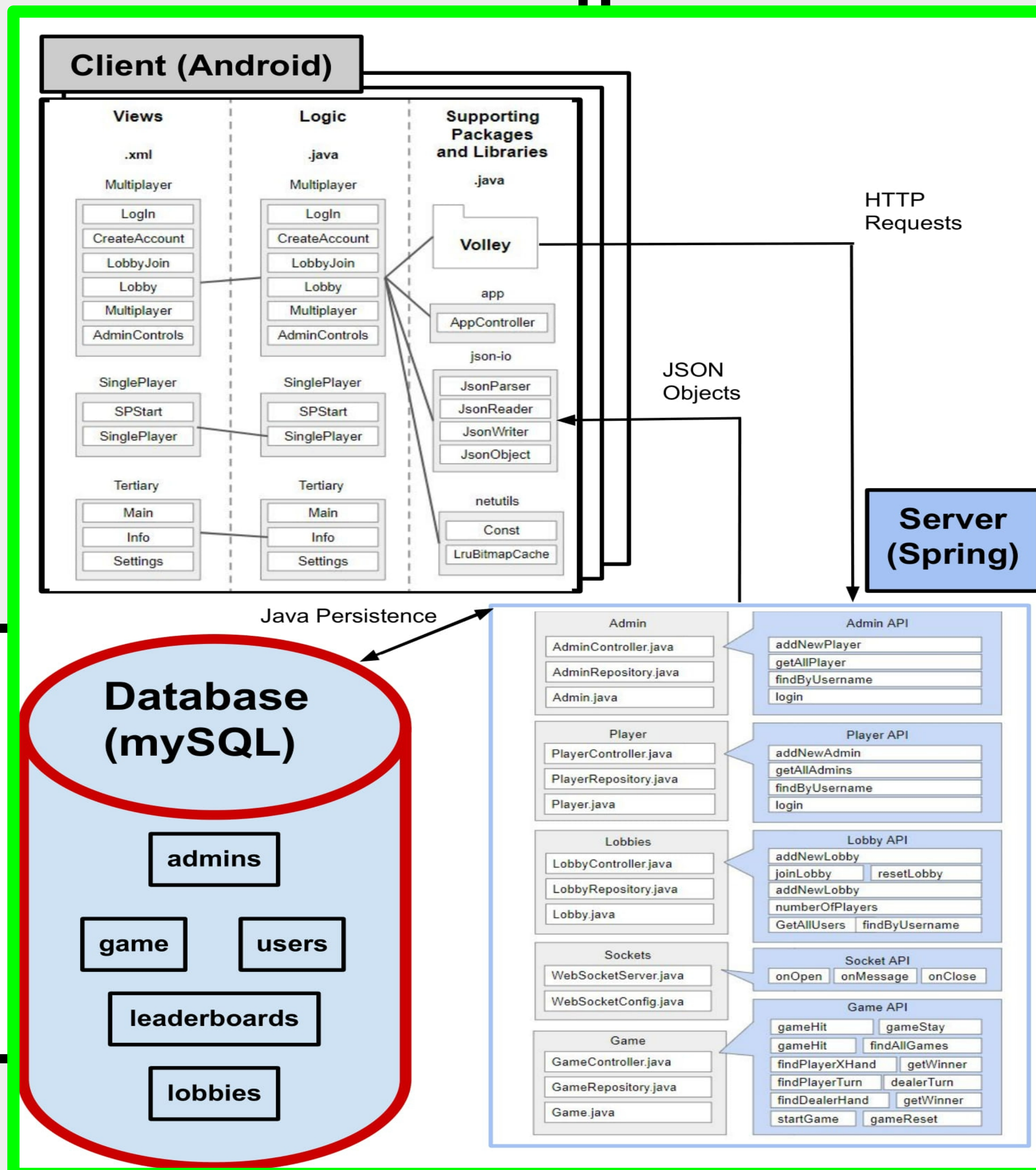
Project Description

Our game had two modes, a single player and multiplayer. Singler player faced the user against a computer where multiplayer pitted users against each other

- Singler Player
- Multiplayer

User Types (Actors)

- Admins
- Players
- Spectators



Admin Controls:

Private menu for admins to reset lobbies and other necessary functions.

James

LOG IN!

Don't have an account?

CREATE ACCOUNT

Dealer

10 6 + + +

Your Hand

2 9 6 + +

It's your turn!

HIT STAY SPLIT

Module Interfaces

Single Player

public int getPlayerHand()

Gets the value of the player's hand

public int getDealerHand()

Gets the value of the dealer's hand

public boolean playerWentOver()

Checks if the player went over 21

Multiplayer

public void checkWhoPressedHit()

Checks what user pressed hit.

public void compareHitPresses()

Compares if the user who pressed hit can actually hit

public void handleHitButton(View view)

When "hit" is pressed, it sends information to the server, And the server sends back a card.

public void endGame()

Ends the game and declares a winner

Design Decisions:

- Android mobile application
 - Modular Activity views
 - Android Studio front-end
 - Spring-boot server-side
- mySQL Workbench database-side

Team Info - Team SB_04

Front-End:

James Taylor (SE)

Thomas Haddy (SE)

Back-End:

Keaton Johnson (CprE)

Tyler Fuchs (CprE)

What Went Right?

- Team Work and Collaboration
- It Works!

What Went Wrong?

- Sockets
- Spectator Mode

Lessons Learnt

- Work ahead to meet deadlines

