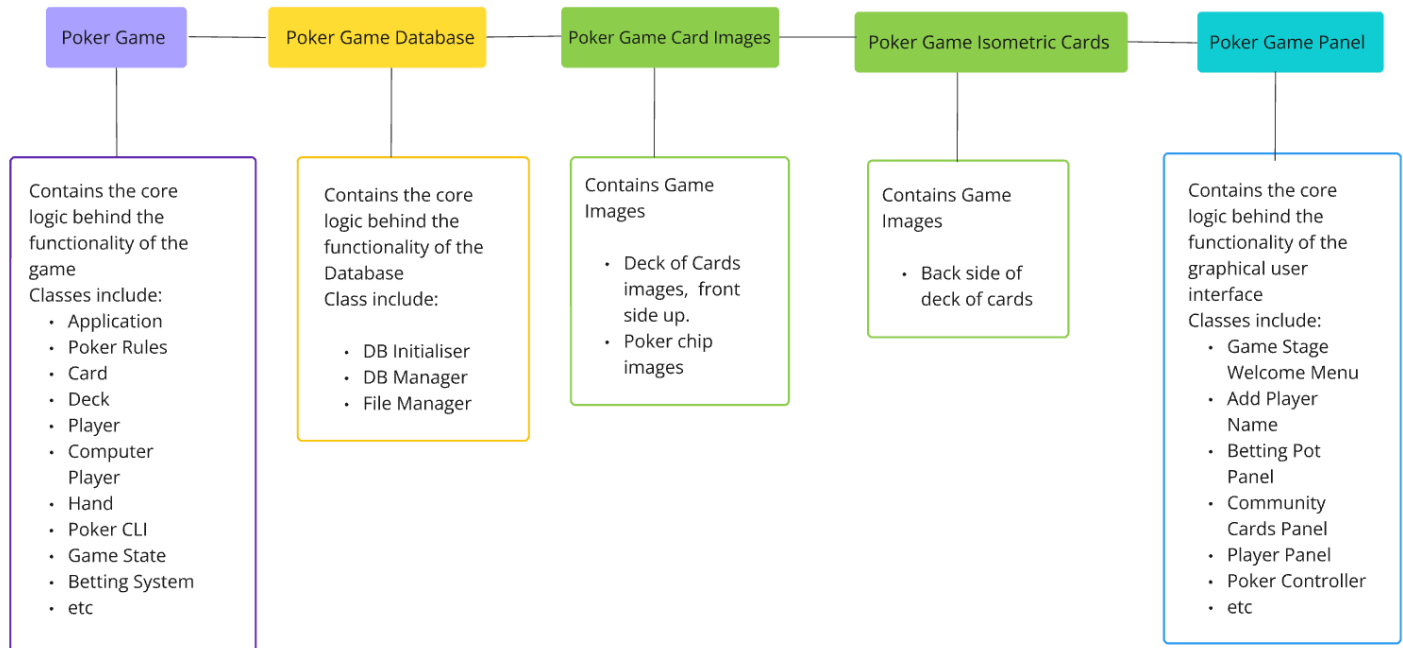


Project Setup

Our project is a fully operating graphical user interface Poker Game with 39 different classes excluding test classes. This is an extension of our CLI from Assignment 1 and is user friendly and can be exited at any time. It is connected to a Derby Embedded database and all OOP concepts have been applied.

The project has been set up with the following Package Structure to aid efficiency:



Database - POKER Schema

username: poker

password: poker

Use Main Branch - GitHub URL <https://github.com/Billie501/COMP603-Assignment1->

To run the application go into PokerGame Panel Package and run WelcomeMenu class

Division of Tasks

Juchang Kim

- Creation and Development of Game Stage, Announcement Panel, Betting Pot Panel, Player Panel, Poker Controller, Standard Game Stage
- Creation and Implementation of all Packages
- Continuous merging of branches throughout development and resolving compilation errors
- Video Editing

Billie-Jean Laing

- Creation and Development of WelcomeMenuAddPlayerNames, ListOfUsersMenu, PlayAgainMenu, UserGameLog, UserNameForLog. Sourcing Game Images
- Creation of 5 Test - CardIT, ComputerPlayerIT, DeckIT, HandIT, PlayerIT
- Creation and Modification of Database - DBManager, DBInitialiser - modification of FileManager
- Report creation