Game of Cards

December 2nd, 2018

Team WildCard

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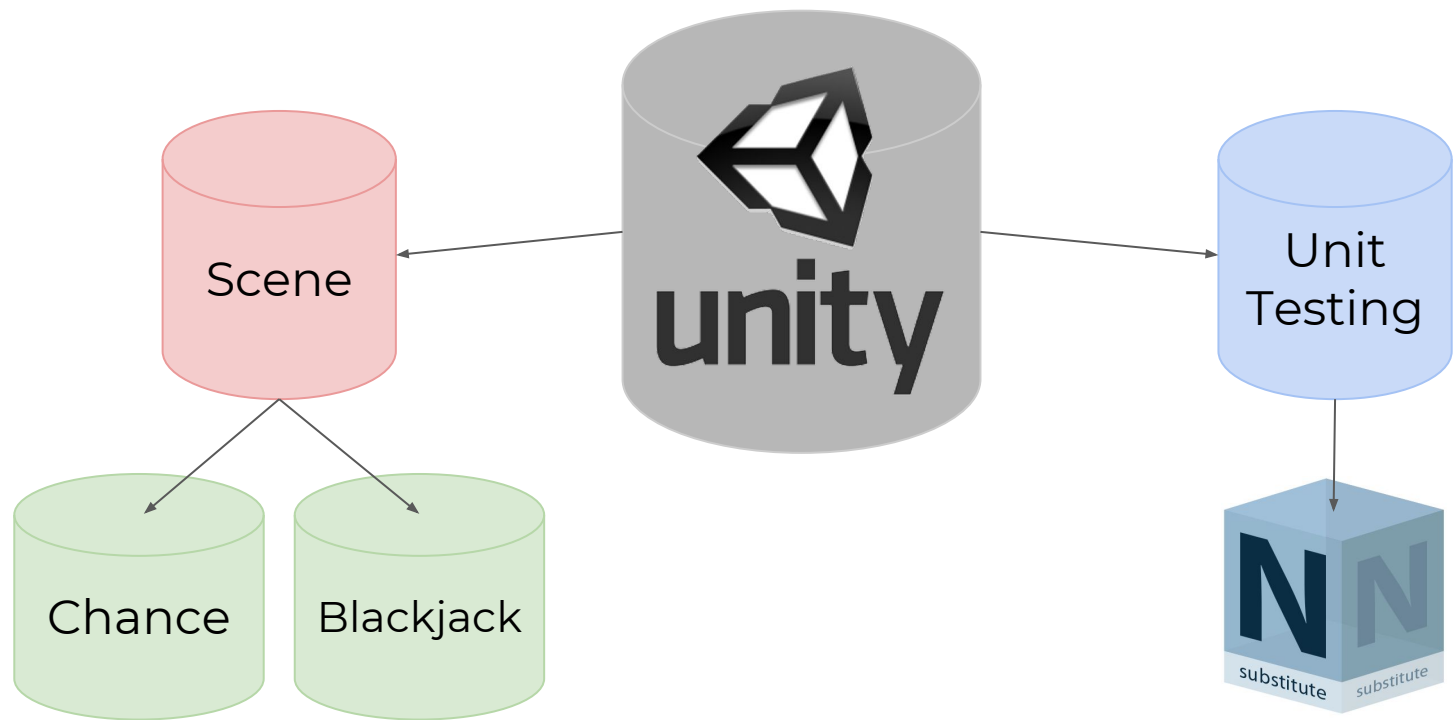
Moti*vation*

We want to create a new card game and reinvent existing card games in one application.
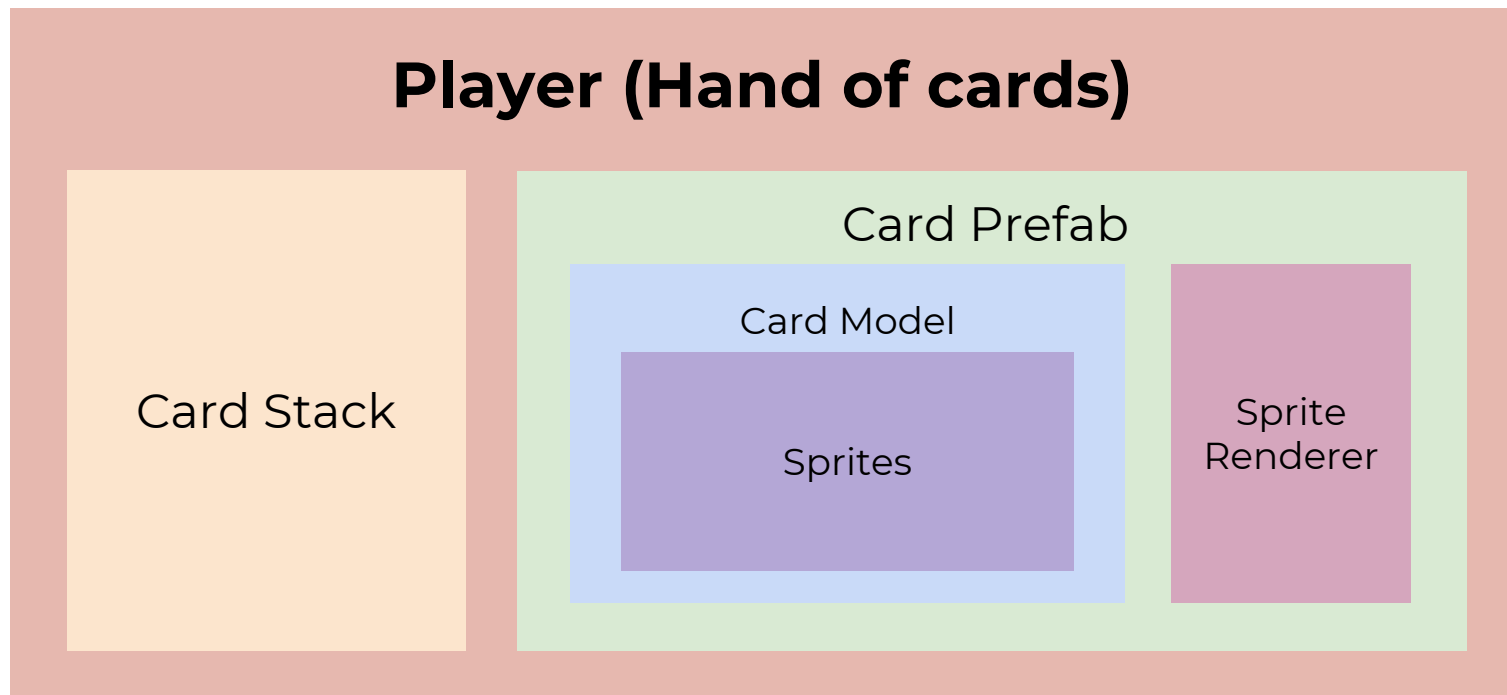
Goals

☑ Create an original card game named *Chance.*

☑ Implement the card game *Blackjack.*

☒ Implement multiplayer for *Chance* and *Blackjack* functionalities.

Overall Architecture

Player Architecture

Player (Hand of cards)

Card Stack

Card Prefab

Card Model

Sprites

Sprite Renderer

GAME of CARDS

PLAY
CREDITS
OPTIONS
QUIT

Rules

Swap Card

Next Round

End Turn

Restart Game

1

Player Score: 0

Dealer Score: 0

Chance

Rules

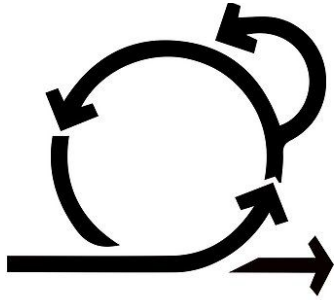Hit

Stand

Next Round

New Game

Rounds won by Player: 0

Rounds won by Dealer: 0

13

Blackjack

Project *Management* Techniques

SCRUM

Planning Poker

Pair Programming

Code Review

Static Analysis Tools

GitHub

Version Control

Slack

Communication
Automated-
Reminders

Trello

SCRUM board

Challenges

😒 Schedule conflicts and managing other courseworks

😢 Implementing Multiplayer

😠 UNITY

THINGS WE ENJOYED

A ♠

- Learning **version control** with a team

- Learning the **process of making a 2D Game**

- Applying **Scrum** Agile methodologies

- Resolving **merge conflicts** on Github

- **UNITY.**

THINGS WE DIDN'T ENJOY

Lessons learned

- Pair programming <u>works!</u>

- Individual programming <u>does not work!</u>

- <u>Wished we had</u> more face to face meetings