Graham Kitchenka

CSCI 447-A Game Development

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Assignment 5, Game Map in Graph

First, I wrote the deck creation and randomization. I semi manually added the cards to an array, because I couldn’t add them procedurally due to having to add a name, not just a number. Then I used the shuffle function from <algorithm>. Then I wrote the logic for human player to bet, using the values passed to display the different options for the player. Subsequently, Alpha player was created next, with layers of if statements to satisfy the logic system given to use. The scoring was written so that a pot size is returned at the end of a betting round. A pot size of 0 meant one side folded and the pot has already been resolved. Otherwise, the subsequent betting rounds are held after dealing the new cards. At the conclusion of the betting, the hand values are tallied and the pot is given to the correct player.

I had multiple LNK2005 errors, due to incorrect creation of my classes. The errors did not go away after I fixed the issue, though, and I had to scour to find a solution. I found this blog post: <http://cubicspot.blogspot.com/2007/06/solving-pesky-lnk2005-errors.html>, which described how to fix the error. Apparently, I had “A bad build. For some reason or other VS just occasionally barfs.” As the article describes. I assume this was due to VS not getting rid of the error in memory.

* Testing & implementation
  + Test that game progresses & cards are drawn/new hands are started
    - Succeeds
  + Test that game quits with -1 input
    - Succeeds