# Design and Development document

We met on zoom and talked around the specification of the coursework set to us and outlined the requirements need to be developed in our java application. We created a trello board to keep track of tasks and the workload to ensure we develop the app on time and maintain organisation. We also created a github repository to store the code base to be accessible and push changed to in a central location, so both members of the team can work on the same code base and keep it up to date.

We then went to creating the project with some skeleton classes for possibly functionality and thought of certain tasks that we need to get working on to fulfil the first couple of requirements. We then added those tasks to the trello board to keep track it. And got started on our initial tasks to get the app underway. We kept in contact through whatsapp to what work is needed and what we were working on and if we encountered any issues.

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| Required functionality by end user: | Required/ Desirable/ Nice to have/ Out of scope |
| Functionality for the player to have a new game present when they launch the elevens game. |  |
| The player should have a ready to play deck being dealt 9 cards from a shuffled deck. |  |
| The player should be able to choose pairs of cards to be removed from the game according to elevens rules, having two cards add up to 11. |  |
| When cards have been removed, the player should automatically have new cards dealt from the deck, to their playing hand, 9 cards before the next round begins. |  |
| The application is able to inform the player when the game has been won, when all cards have been removed from the game. |  |
| The application is able to inform the player when the game has been lost, when there are no more cards pairs which add to give 11, therefore the game cant progress. |  |
| The game is able to provide a hint to the player on the players request, giving a valid move or informing the player that no moves are possible. |  |
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