Group 3

Project Report 11/5/18

As far as programming is concerned, we have the class backend mostly constructed. We have started work on the deck container class as well as making strides to being able to read in decks from binary files as well as creating them via the deck class as well. We have also talked a bit more about how we plan to use multithreading in the main application. We about how to deal with difficulty, that we can use the accuracy by matches divided by number of turns taken, as well as using a timer to determine how long it took for the matches to be made. We talked a bit about how we can score the final game which is to use low scores saved as a binary file of players. The player class would contain both scores and name, which could be written to the file as well as let us maintain a player name throughout multiple runs.