Status Summary

- **Name of Team members:**
  - Owen Crenshaw
  - Franco Ruscitti

- Project Title: Memory Match Master
- **Work Done**
  - We have worked on almost all of the classes in our project. Each class is in a different stage whether it be completely done or in the process of being created and added into the project. Currently the classes we have are the Card, Game_Board, Player, Scoreboard, and UI classes. We demo UI that shows the look of our game. The UI is not fully working yet but we are in the process of fixing and connecting it to our classes. We have both split the time equally and have both been contributing to the project. We have both worked on all the classes.
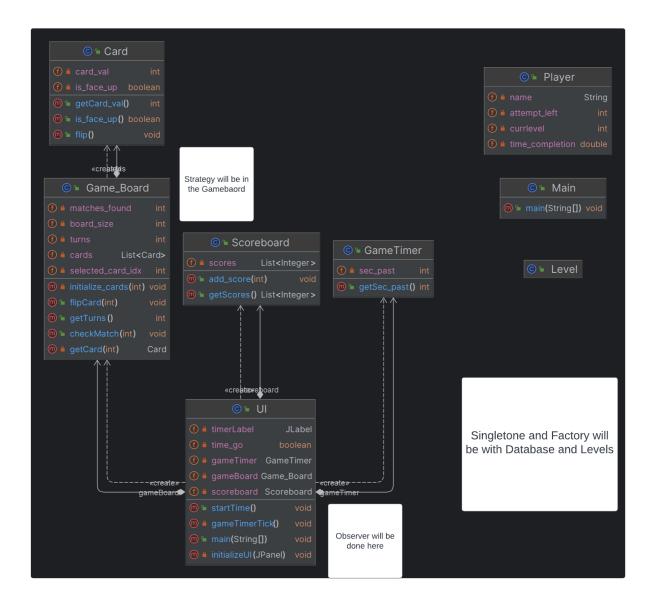- **Changes and issues encountered**
  - Currently struggling in getting the UI of the time working.
  - The on-click functionality of the UI is not flipping the cards or counting matches among the List of cards.
  - Issues with the point system tracking
  - Nothing major has changed in the project
- **Patterns:**
  - We currently have no patterns working in this 2 week deliverable. We plan to implement the patterns once the UI and point system is working. The patterns will help us to notify the user and do other key functionalities in our design.

Class Diagram

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Card
- card_val : int
- is_face_up : boolean
- getCard_val() : int
- is_face_up() : boolean
- flip() : void

«creates»

Strategy will be in the Gamebaord

Game_Board
- matches_found : int
- board_size : int
- turns : int
- cards : List<Card>
- selected_card_idx : int
- initialize_cards(int) : void
- flipCard(int) : void
- getTurns() : int
- checkMatch(int) : void
- getCard(int) : Card

Scoreboard
- scores : List<Integer>
- add_score(int) : void
- getScores() : List<Integer>

GameTimer
- sec_past : int
- getSec_past() : int

Player
- name : String
- attempt_left : int
- currlevel : int
- time_completion : double

Main
- main(String[]) : void

Level

UI
- timerLabel : JLabel
- time_go : boolean
- gameTimer : GameTimer
- gameBoard : Game_Board
- scoreboard : Scoreboard
- startTime() : void
- gameTimerTick() : void
- main(String[]) : void
- initializeUI(JPanel) : void

«create» scoreboard

«create» gameBoard

«create» gameTimer

Observer will be done here

Singletone and Factory will be with Database and Levels

Plan for next iteration:

- We need at least 2 more weeks to deliver on what we described in the Project 5 deliverable.Our plans are to finish the UI's functionality and start to implement the mentioned patterns into our code. We plan to meet every other day in order to capitalize on these deliverables. We plan to have the project 5 deliverables completed but we at least want to have a working game that uses the UI. Even if not every pattern is implemented or every feature working, we want to have something to show the class.