

Team 12: Plan

Features to Implement:

- How does the GameController know that a game is selected and what does it need to do before it can call `match.start()`? Set up the required infrastructure for GameController to start the match
 - **Andrew Marek**
- How does MatchController know when the game can begin and what does it need to do before it can call `mainloop.play()`? Set up the required infrastructure for MatchController to start the match.
 - **Andrew Marek**
- At the start of play there should be a deal button and the title of the game should be set to “Slapjack”.
 - **Steven Sheets**
- Pressing the deal button results in two even piles of shuffled face down cards. There are many simple shuffle algorithms, any is fine.
 - **Steven Sheets**
- During play, the player’s alternate selecting the card at the top of their pile. Their card is placed face up on a center pile. Players are ignored if they select a card out of turn or from a pile that does not belong to them.
 - **Michael (Zhifan) Huang**
- When a player selects a Jack on the center pile all cards in the pile are transferred to the bottom of their pile. A player that selects a card incorrectly is ignored.
 - **Michael (Zhifan) Huang**
- The display of the player's score always represents the number of cards in their pile.
 - **Alexis Cordts**
- When a player runs out of cards the other player wins at the end of their turn. Set the title of the game to “Player X Wins”.
 - **Alexis Cordts**
- (optional) Extra game play rule: if a player improperly selects a center card that is not a Jack the other player wins all of the cards in the center pile.
 - **Jared Weiland**
- (optional) Extra game play rule: on each play the center pile is moved to a random location to prevent a player from hovering over the pile.
 - **Jared Weiland**
- (optional) When the game is finished show the deal button. This will be helpful. String `remoteId = view.getRemoteId(DealButton.kSelector); view.send(new ShowButtonRemote(remoteId));`
 - **Evan Christensen**

- (optional) When the deal button is selected for a new game, deal the existing cards (not new ones) to the two players.
 - **Evan Christensen**

(Complete a short planning document detailing the tasks that need to be completed, dependencies between tasks and any other risks to the success of the project.)

Task Dependencies:

- TODO. Analyze the features to implement and note the dependencies between these tasks.

Risks:

- Procrastination
- Lack of communication
- Not asking our TA questions if/when we get stuck

Additional Notes:

- There is a relatively high chance that some of these features will be far easier to implement than others. If you can finish your features with ease, potentially assist with the others.