Status Document

The document starts with a visual indication of your responsibilities. If you are solely responsibly for one aspect such as AI you can paste your UML class diagram here. If you have split responsibilities shows the relevant class diagrams and indicate what in these classes you are responsible for.

With Foxit PDF reader (on Windows) you can use "Image annotation" on the Home tab (far right) to insert an image. Alternatively, you can recreate this template in Word.
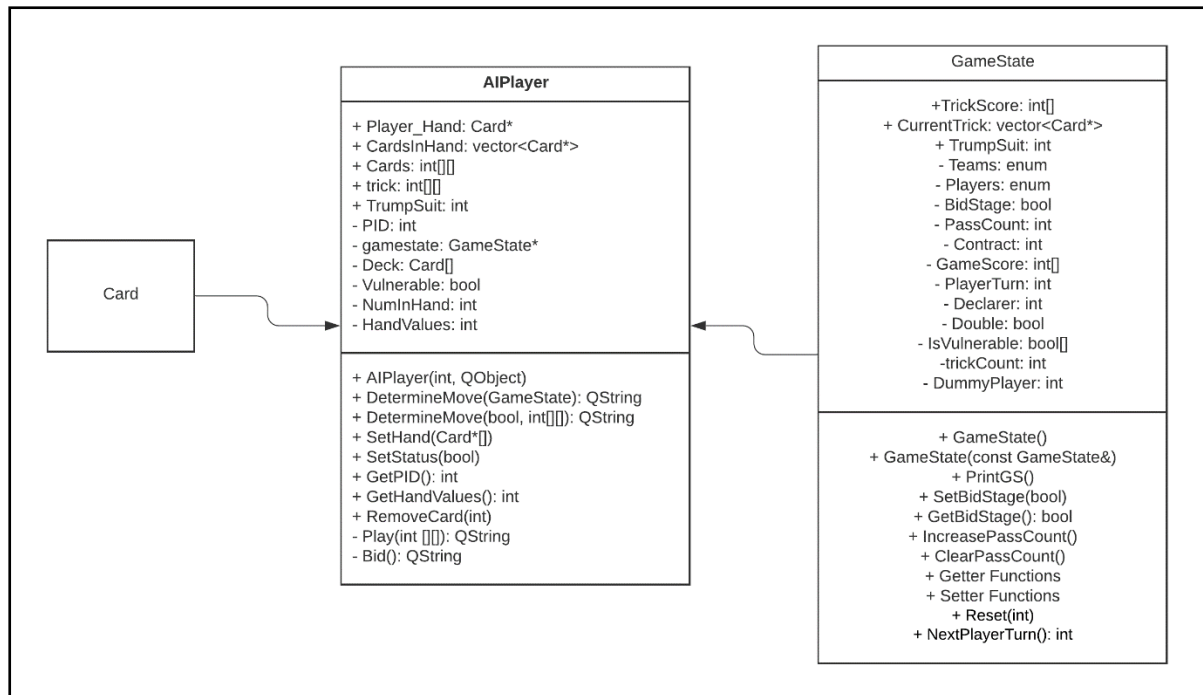
After this complete the table by filling in your tasks and indication the correct option (add more rows if needed).

The options for the Completed column are: Yes/No/Partially.

The options for the Tested with Qt test column are: Yes/No/Informally. Informally here refers to if you tested the code but did not do so using Qt Test.

The options for the Commented column are: Yes/No/Partially. Partially here refers to comments exists but is incomplete (not all functions have descriptions).

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Card

AIPlayer
+ Player_Hand: Card*
+ CardsInHand: vector<Card*>
+ Cards: int[][]
+ trick: int[][]
+ TrumpSuit: int
- PID: int
- gamestate: GameState*
- Deck: Card[]
- Vulnerable: bool
- NumInHand: int
- HandValues: int

+ AIPlayer(int, QObject)
+ DetermineMove(GameState): QString
+ DetermineMove(bool, int[][]): QString
+ SetHand(Card*[])
+ SetStatus(bool)
+ GetPID(): int
+ GetHandValues(): int
+ RemoveCard(int)
- Play(int [][]): QString
- Bid(): QString

GameState
+TrickScore: int[]
+ CurrentTrick: vector<Card*>
+ TrumpSuit: int
- Teams: enum
- Players: enum
- BidStage: bool
- PassCount: int
- Contract: int
- GameScore: int[]
- PlayerTurn: int
- Declarer: int
- Double: bool
- IsVulnerable: bool[]
-trickCount: int
- DummyPlayer: int

+ GameState()
+ GameState(const GameState&)
+ PrintGS()
+ SetBidStage(bool)
+ GetBidStage(): bool
+ IncreasePassCount()
+ ClearPassCount()
+ Getter Functions
+ Setter Functions
+ Reset(int)
+ NextPlayerTurn(): int

Task	Completed?	Tested with Qt unit test?	Commented?
Dynamic array for cards in hand.	Yes	Yes	Yes
Remove played card from hand.	Yes	Yes	Yes
Play logic if lead player.	Yes	Yes	Yes
Play logic for leading suit.	Yes	Yes	Yes
Play logic for trump suit.	Yes	Yes	Yes
Play logic for no matching suit.	Yes	Yes	Yes
Calculate hand points value for bidding.	Yes	Yes	Yes
Pass bid if hand points too low or a bid was already made.	Yes	Yes	Yes
Bid number of tricks based on hand points.	Yes	Yes	Yes
Bid suit or no trump based on the spread of the suits.	Yes	Yes	Yes
Determine whether to play or to bid.	Yes	Yes	Yes

GameState attribute manipulation.	Yes	Yes	Yes
AI play and remove card chosen by partner when it is the dummy hand.	No	No	No
AI select a card from the dummy hand when its partner is the dummy hand.	No	No	No
Do double bid when previous bid seems unlikely to be achieved.	No	No	No