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What needed to be changed:

- Quorum had to be changed to allow getting and setting of min/max
- SlapJackInitCmd needed to be changed to deal 2-4 players
- SlapJackRules needed to be changed to work with 2-4 players
- SlapJackMove and SlapJackRoundWinMove needed to be changed to work with 2-4 players
- SlapJackDealCommand needed to be changed to deal cards to 2-4 players
- Needed to create a SlapJackTableBase to implement win conditions for Slapjack, while maintaining the win condition for PU52.

Most changes were small and easy to implement. The majority of the changes were just changing hard coded 2 players into an arraylist of 2-4 players, and modifying move and deal events to work with a variable number of players.

Design decisions that made things easy to change:

- We designed the original slapjack well enough that there were no real changes to the logic.

Design decisions that made things harder to change:

- We used hard coded 2 players originally, so we had to change those hard coded players to arrays.

- Had to extend TableBase with SlapJackTableBase for win conditions, since trying it without an additional Table created issues when playing PU52.