CSCV 335

James Sahler Parsons

May 6th, 2019.

Individual Capstone

We functioned very well as a team, although I was rude to my classmates on one occasion and should not have been. Most of the team contributed to the project and helped us deliver a working product.

Brandon Griffing made both final GUI’s (one needed a little tweaking). They were very well done. He also wrote the random number generator function.

Nicolas Zarek added the function that makes it so every player has to keep at least one die per roll, which I had totally missed in the instructions. He also added the loading of the image files. I believe he also re-wrote design 2 deliverable so that we can get full points.

Richard Alex Wong taught us all how to use GitHub better. He also connected the introduction screen GUI to the controller and made it so the stage switches scenes. I believe he is also performing the testing and re-writing the design 3 deliverable.

Alex Follette may contribute something after this individual capstone is turned in, or done something I am not aware of, liked help re-write the design 2 deliverable.

I wrote the preliminary GUI, just so I could start writing the code. All the code was written by me as well, including connecting the final GUI to the controller, except for the 3 items listed above.

I think the team functioned well. I think we could have split up the tasks better. The idea seemed great on paper, that Brandon and I would do the functions, other people would handle other aspects. However, to be able to use or test the functions meant first building a GUI so that we could see the results of our functions. If we had to do it again, I think a more logical approach would have been to start with the GUI’s and go from there. Also, setting a concrete schedule with milestone would have been helpful. For instance, having the testing done on the day before the project is due is not very helpful, as it leaves no time to fix any problems.

Log:

4/20 – 4/25 Made preliminary GUI and skeleton code for the project. Including making a

Dice class (later smartly changed to diceModel by Brandon, a great idea).

Wrote the getRank() and calculateScore() functions, and the roll() function.

Brandon did the generateRandom() functions.

4/25 Uploaded working prototype to GitHub.

4/27 Factored out the endTurn() method. Added end turn button functionality.

Added class wide variables. Added functionality so that second roller can

only roll as many times as the first roller did.

5/2 Updated main game GUI.

5/3 Linked Brandon’s GUI to the controller. Added functionality to display dice.

Fixed end game functionality. Added the ability to disable the dice, and fixed

more of the end turn functionality.

5/6 Performed tests to make sure the program passed. (Which may have been unnecessary as Richard Alex Wong is re-doing all the testing).