Group 5: BlackJack
Nikola P., Celeste P., Santiago P., Quan P.
Final Presentation - Supplemental Documents

Meeting Minutes:

Week of November 5, 2023
- Date: 8 November 2023
- Duration: 1 hour
- Everyone attended
- Reviewed each classes that will be implemented weekly
- Followed the Gantt chart and made sure we organized each classes and test them before moving on to the next
- Set up setters and getters for Account, Player, Dealer

Week of November 12, 2023
- Date: 15 November 2023
- Duration: 1 hour
- Everyone was present
- Reviewed ClientServer design and see how it will connect to the game itself
    - Discussed how we will implement the Server and how it will keep track of the game and the number of users joining.
    - Discussed how client will mostly have the GUI components and with a click of a button it will send an object class to the server and read it
- Reviewed GUI components, and what should be on the console, when a user logs in
    - Discussed that the main room should be on another window
    - Discussed that the login room should be a separate window that will either have a *login* and *register* button that will relay a message class to the server in order for the user to play the game
- Continue to work on implementing other classes, like Game, Hand, and Card
- Discussed all the other requirements needed to be accomplished before Thanksgiving week ends.
- We also had some examples on how to push codes to GitHub

Week of November 19,2023

FALL RECESS - NO MEETING

Week of November 26, 2023
- Date: November 29, 2023
- Duration: 1 hour
- Everyone attended
- The meeting took place via Discord Voice
- Talked about final presentation coming up next week
    - Assigned who will talk about what
    - Explained key points of the presentation to make sure we deliver the product clearly

- Assigned who will do what slides on the presentation
- Implemented JUnit testings on the classes except GUI component
  - Making sure we do some testing on the getters and setters, if any
- Try to fix some bugs that we were facing
  - Server printing null when we click login
  - Server giving an error message when logged in
  - Client had some GUI bugs, like the positioning of the buttons and message
  - Some of the classes needed to be adjusted to better suit the Server and Client component
  - Some were fixable, but some were hard to figure out

Gantt Chart

Task / week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Requirements	red	red	red													
Design Phase				red	red	red	red	red	red	red						
Design Server				blue	blue	blue	blue	blue	blue	blue						
Design Client				magenta	magenta	magenta	magenta	magenta	magenta	magenta						
Design Game				yellow	yellow	yellow	yellow	yellow	yellow	yellow						
Design Accounts and Player				green	green	green	green	green	green	green						
Implementation Phase											red	red	red	red		
Implement ServerClient											blue	blue	blue	blue		
Implement Player/ Dealer Class											magenta	magenta	magenta	magenta		
Implement Deck/Card Class											yellow	yellow	yellow	yellow		
Implement Gameplay/Scoreboard Class											green	green	green	green		
Implement GUI											red	red	red	red		
GUI of login page											blue	magenta	yellow	green		
GUI of gameplay											green	yellow	magenta	blue		
GUI of players											blue	yellow				
GUI of dealers													magenta	green		
Other features of the game that needs to be display*											yellow	magenta	green	blue		

Testing														🟥	🟥	
Maintenance																🟥
Meetings	🟥	🟥	🟥	🟥	🟥	🟥	🟥	🟥	🟥	🟥	🟥	🟥	🟥	🟥	🟥	🟥

Nikola
Celeste
Quan
Santiago

* Other features include the display of the scoreboard, players on the table with a dealer, funds, and so on.