

Group 5: BlackJack

Nikola P., Celeste P., Santiago P., Quan P.

Phase 2 - Supplemental Documents

Meeting Minutes:

Week of October 8, 2023

- Date: 11 October 2023
- Duration: 30 minutes
- Talked about the design of each classes
- Did some black box testing on some of the classes
- Talked about the main 5-6 classes:
 - Game
 - Scoreboard
 - Dealer
 - Deck
 - Player
 - Card
- Talked about how each class will connect to each other
- Made a document for each classes so we can brainstorm and refer it to the next phase when needed
- The document includes each classes attributes and methods
- Assigned each classes to discuss the next time we meet

Week of October 15, 2023

- Date: 18 October 2023
- Duration: 30 minutes
- Reviewed ClientServer design and see how it will connect to the game itself
- Discussed each requirements and see if each classes was able to meet that
 - Was not able to meet some, so we added more
 - Discussed what classes we can consolidate, like card and deck
- Wrote more details on the use case diagram that was turned in
- Explained different outcome that can happen if the user went on another route
 - Discussed how we will handle errors, for example
- Visualized the game
 - How users can log in
 - How users can check their funds
 - How users can hit/stand
 - How users can make bets
 - How users can win/lose
 - How dealers can win/lose
 - How dealers deal
 - How to set the limit on funds (if any?)
- Milestone hit: Finalized the main five classes

Week of October 22, 2023

- Date: 25 October 2023
- Duration: 30 minutes
- It was midterm week so we met just to make sure everyone is on the same page with classes.
- Add more attributes and methods to each class.
- Gathered up all the useful documents for next week's presentation
- Updated Gantt chart for more assignments
- Started visualizing what the game should look like
- Talked about how to implement the GUI portion of the project
 - What necessary buttons should be there
 - Should funds be displayed in another window
 - Should we have a lobby window
 - Will login window be separate from the gameplay window
- There were no milestones met this week, just because most of us were busy studying for exams.

Week of October 29, 2023

- Date: November 1, 2023
- Duration: 30 minutes
- Everyone attended
- The meeting took place via Discord Voice
- Talked about the phase 2 presentation coming up on Thursday
 - 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
- Added more information on each classes we will talk about
- Organized how to implement the game, so if any questions asked on the presentation, it will be clear.
 - Visualization of the game
- Updated schedule to make sure we are on track with the class schedule and everyone's schedule

Gantt Chart

[illegible]

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.