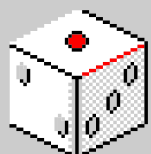


THE SCORE KEEPER



By Schneider Jean-Pierre



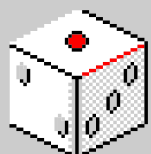
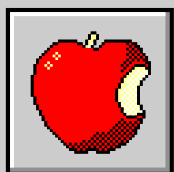
11:00AM

My Original Idea

Organization of Programming Language
PL Project Presentation



“The Score Keeper” is a program that takes in information in regards to multiple games played between a group of people. It would be the ideal way of keeping track of data from various game nights and/or gaming events. This program would be able to take in information from the user about the various rounds, matches, and games at any time and keep a record of this. This would be great for tournaments, setting goals for prizes, or just to know who is the best at what.



Player History

click name to view stats

John

Lisa

Tamera

Player History

John

Has Won 17/26 games of Uno

Has Won 1/5 games of Monopoly

Add new player

Name:

Age:

Add

Game History

September 19, 2021

John won round five of uno

John won round four of uno

Lisa won round three of uno

September 15, 2021

next page

Add new game

date:

game name:

players:

rounds:

points per round (if applicable):

start game

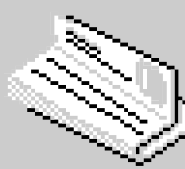
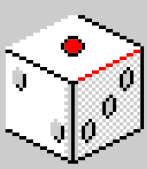
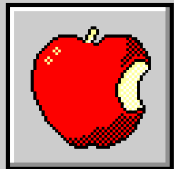
Game Information

Round #: Winner:

Points (if applicable):

submit round

finish game

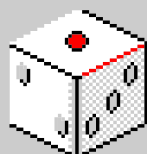
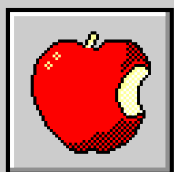




How I got started

and what went wrong

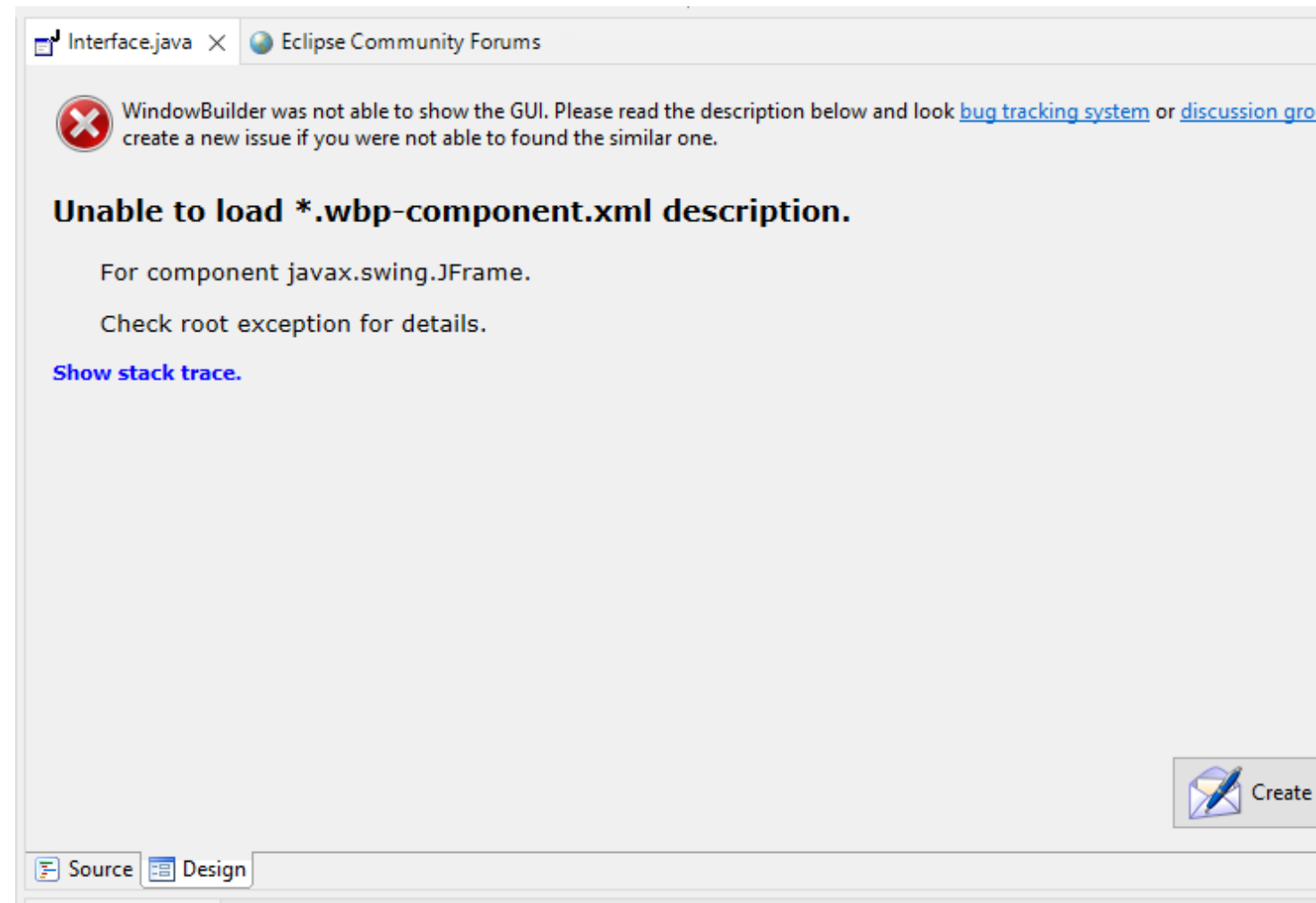
- ▶ Step one: I chose to code in Java
- ▶ Step Two: I began to start coding the classes and researching the ,txt file exporting and inporting data.
- ▶ Step Three: Ran into complications and confusion with the .txt file export and inporting.
- ▶ Step Four: Decided it would be best with the time restraint to move on and perhaps return to that aspect later.
- ▶ Step Five: Moved onto trying to add the GUI to my program.





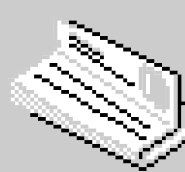
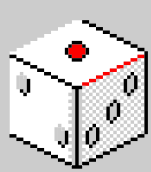
Error Message I Kept Receiving

Search



Fix

Cancel

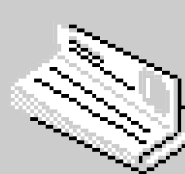
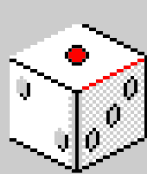




How I got started

and what went wrong

- ▶ Step Six: Ran into Errors trying to implement it while researching it.
- ▶ Step Seven: Decided it would be best with the time restraint to move on and perhaps return to that aspect.
- ▶ Step Eight: Finished the Game Class
- ▶ Step Nine: Decided with the amount of time I had to make it simpler and have it as a console based program.
- ▶ Step Five: Finished coding and tested my program.





```
*****
Welcome to The Game Tracker!
*****

Please enter the name of the game that you would like to play:
Uno

Please enter the name of the players playing Uno , seperated by a comma:
Adam,Susan,Bob

Please enter the total number of rounds for your game of Uno.
3

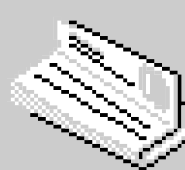
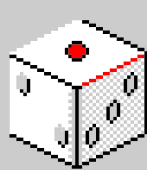
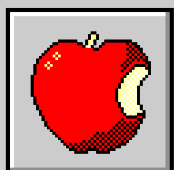
Your game of Uno has now been registered.

For the duration of the round, input any points that a player earns by typing the players name, followed by the points as a double (ex. 2.0,3.5) that they
When you have reached the end of the round, input 'end' as the name to end the round.

Enter the name of the player:
Adam
Enter the number of points the player has earned:
1.0
Enter the name of the player:
end
That was the end of round 1 .

Your next round will now begin!
Enter the name of the player:
Bob
Enter the number of points the player has earned:
1.0
Enter the name of the player:
end
That was the end of round 2 .

Your next round will now begin!
Enter the name of the player:
Susan
Enter the number of points the player has earned:
1.0
Enter the name of the player:
end
*****
```





My Progress I didn't get to finish.

Search

The Game Tracker

— □ ×

Welcome to the Game Tracker

Begin Game

Please enter the name of the game.

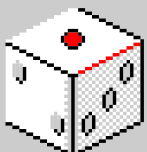
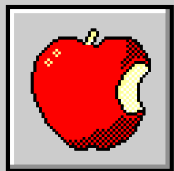
Please enter the name of the players (seperated by a comma).

Please enter the number of rounds.

Start G...

Save

Cancel



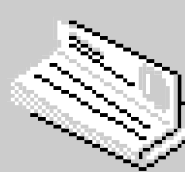
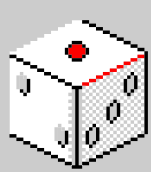
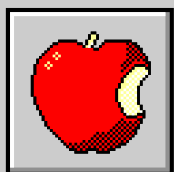
My Proposal Idea



In this program, it would take in information in regards to multiple games played between a group of people. It would be the ideal way of keeping track of data from various game nights and/or gaming events. This program would be able to take in information from the user about the various rounds/matches of games at any time and keep a record of this. This would be great for tournaments, setting goals for prizes, or just to know who the best is at what.

SCOPE:

- Ability to store and pull data from text files stored to keep track of all the data collected through the use of the program.
- Ability to display the history of games played and the individual stats of each player.
- GUI where users are able to perform various actions such as creating their own profile, logging in game data, putting in points, etc.
- Ability to calculate the winner(s) of each individual game played.



Create a new game

Game Name:

Number of Rounds:

☒ Winner per round ☐ Points per round

Points per round:

Add players:

Bob T.
James G.

Players added:

Tasha M.

Add new player

Create Game

Cancel

All Players

Tasha M.

Bob T.

James G.

Close

Uno

Round 2

Tasha M.

James G.

Player's Name: Tasha M.

Game Stats:

01/01/2023 7:51:01pm: Uno

Round 1:
Tasha M. earned 1 point(s)

Round 2:
Tasha M. earned 1 point(s)

Round 3:
Tasha M. earned 1 point(s)

Round 4:

Close

Winner:

Tasha M.

Game Stats:

Round 1:
Tasha M. earned 1 point(s)
James G. earned 0 point(s)

Round 2:
Tasha M. earned 1 point(s)

New Game

Close

Game history

01/01/2023 7:15:56pm: Uno

01/01/2023 6:00:21pm: Tic Tac Toe

12/31/2022 1:43:45pm: Uno

Close

New Player Profile

Player's Name:

Create

Cancel

01/01/2023 7:15:5pm: Uno

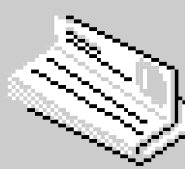
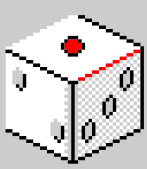
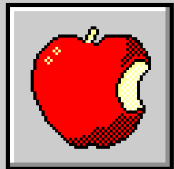
Game Stats:

Round 1:
Tasha M. earned 1 point(s)
James G. earned 0 points(s)

Round 2:
Tasha M. earned 1 point(s)
James G. earned 0 points(s)

Round 3:
Tasha M. earned 1 point(s)

Close





TIMELINE



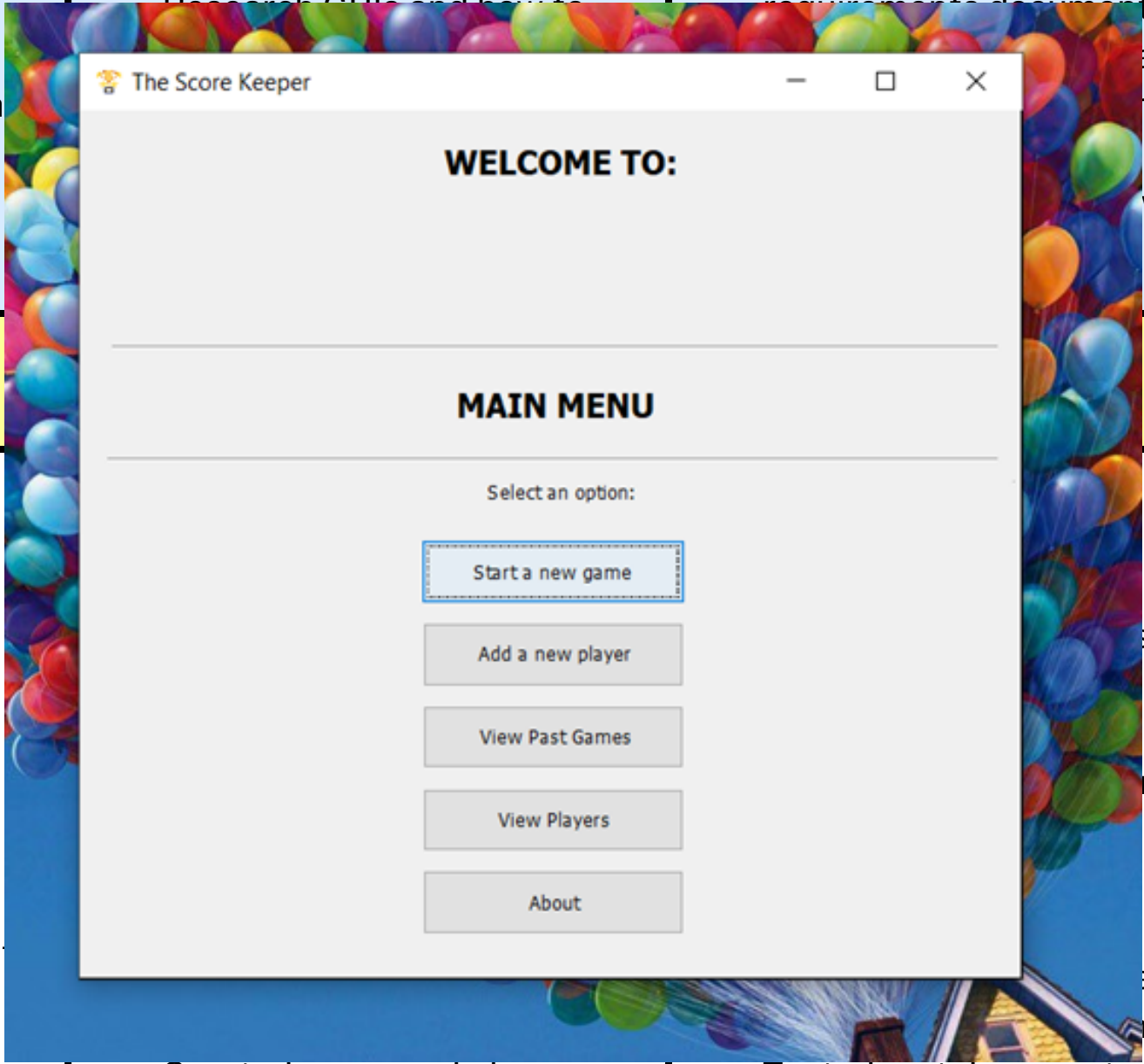
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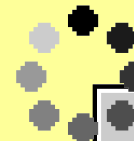
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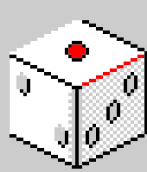
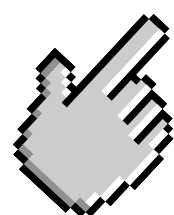
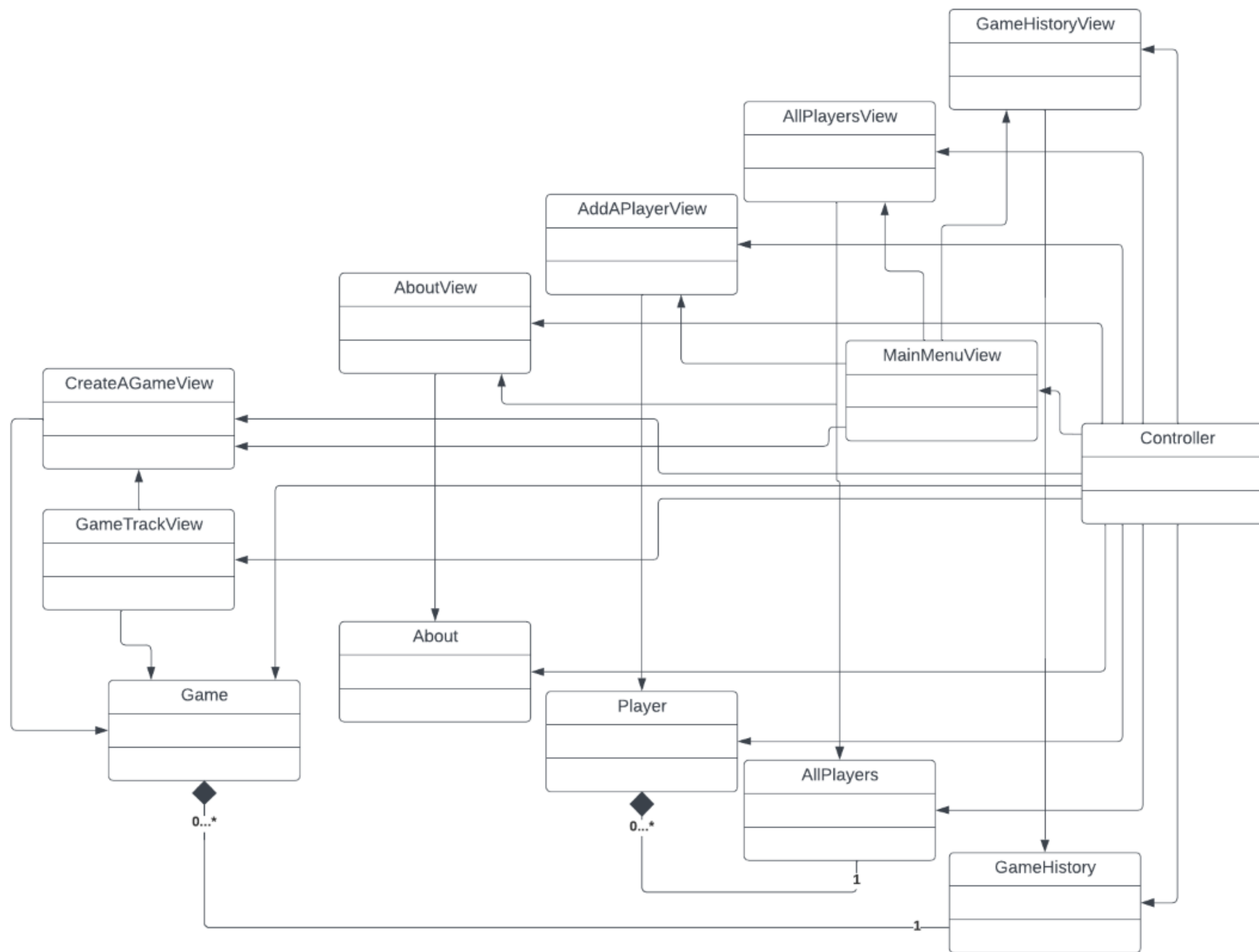


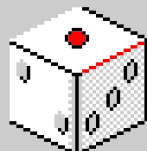
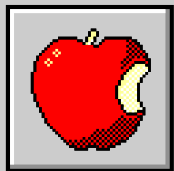
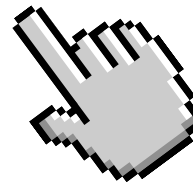
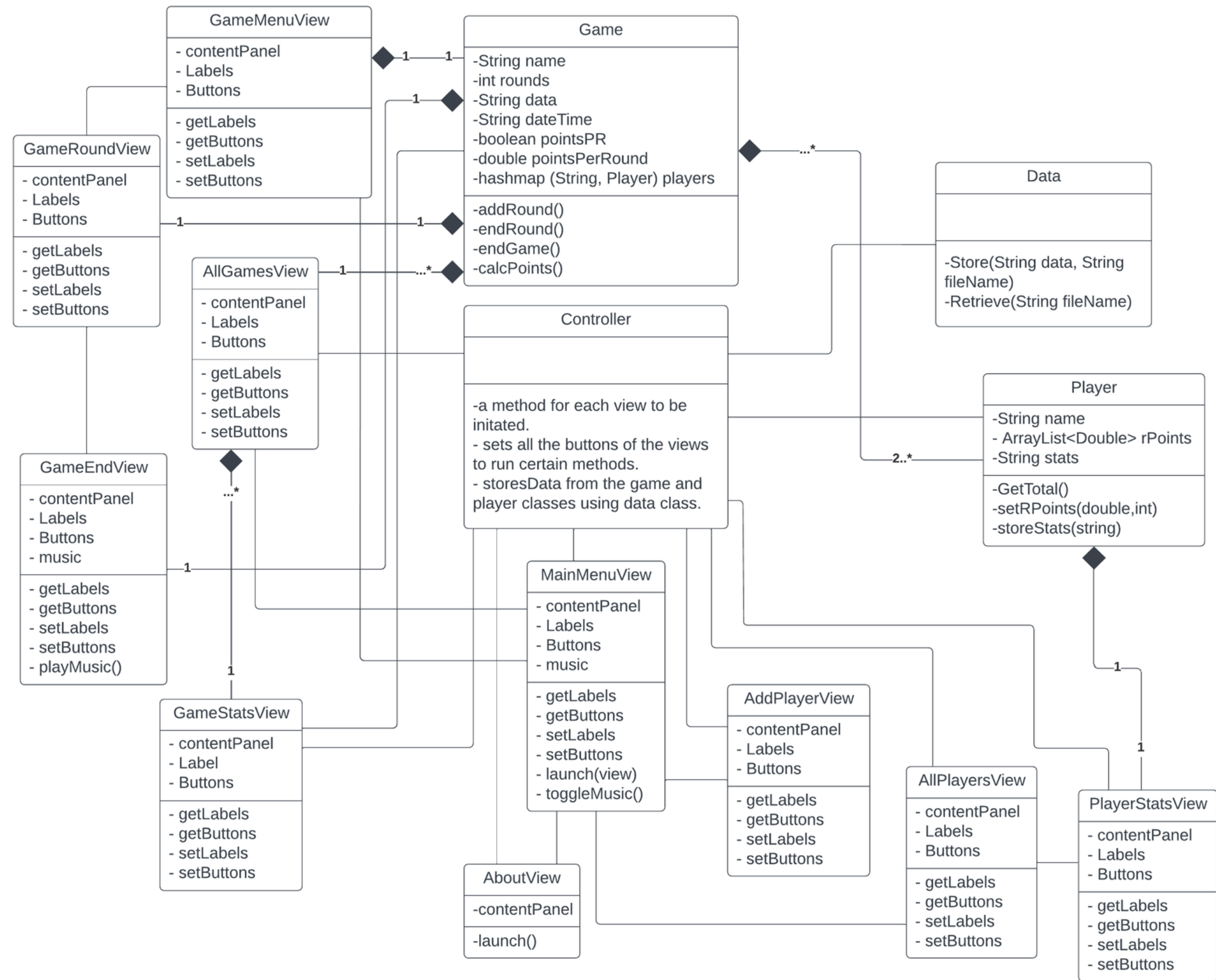
Design



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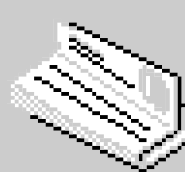
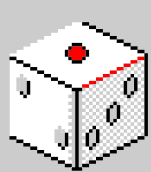
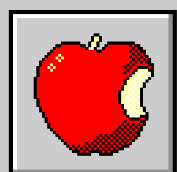


Requirements

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- Open Application
 - Start menu is displayed.
 - Create a new game
 - Create a new player profile
 - Player list
 - Game History
 - About
- Create a new game
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 - Store game stats
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 - Closing
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Database Connection




scorekeeperdata



Database Tables




game_match

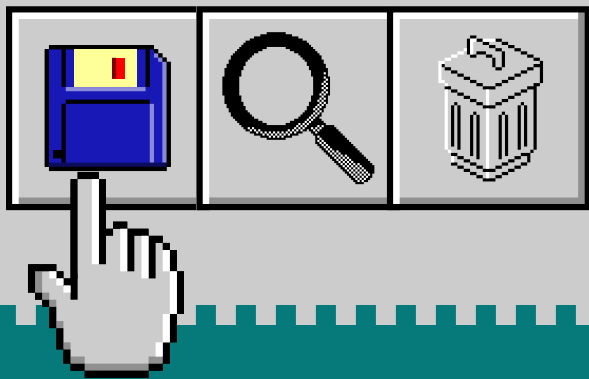
Name	Type
Game_ID 	int(11)
Game_DateTime	text
Game_Name	text
Rounds	int(11)
PointsPR	double
Winner	text
Data	text
HighestPoints	double
LowestPoints	double
SecondPlace	text
ThirdPlace	text
Players	text

player_data

Name	Type
ID 	int(11)
Name 	varchar(266)
Game_Name	text
DateTime_Played	text
Data	text

player

Name	Type
Name 	varchar(266)
DateTime_Added	text





TIMELINE



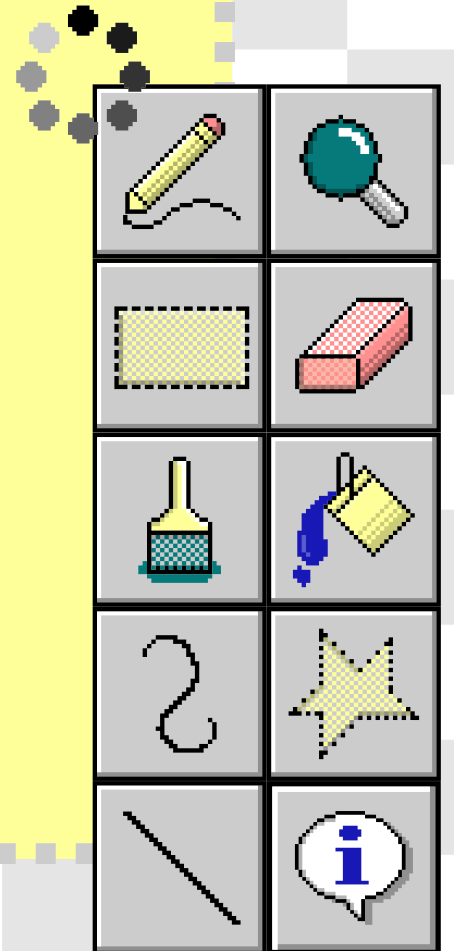
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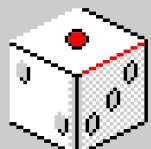
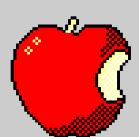
THE SCORE KEEPER

Demo

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 - Closing



What I learned...



Coding with Java

- Learned more about using hashmaps and the model view controller design.
- Learned how to use swing and more of it's capabilities to make GUIs.
- Learned how to start from scratch.



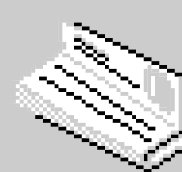
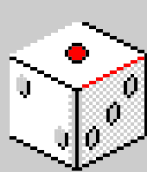
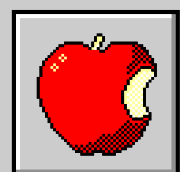
Using a Database

- Learned how to connect a database to eclipse and how to use it in java.
- Learned more on how to run SQL queries.
- Learned more about making tables, primary keys, and linking to other tables.



As a developer

- Learned more about managing time when it comes to a development project.
- Gained more confidence in my coding skills.
- Realized how I am when it comes to a deadline.





Thank you!

The end.

