Final Project Group Notes

# 2020-01-29

Spent allocated class time to play Durak to familiarize ourselves more with how the game works and the strategies that can be used to play.

# 2020-02-05

In class we assigned each person a task on the Trello from our to do list.

Spence - Started on creating the Deck class.

Hamza - Assigned creating the Player class and starting a document for the rules of the game.

Evan - Created pseudo-code for the games AI and brain stormed decision making.

Thomas – Created the group notes document.

# 2020-02-11

* Discussed adding a Game class that will have the order of operations to the game
* Adding the Cards class and ICloneable
* Having a main menu in our program
* Obstacle right now is to finish our Player class
* Brainstorm the Log class to hold statistics of players performance
* User and AI class will derive the Player class

# 2020-02-12

* Adding an overloaded constructor for the Deck class to accept a Boolean whether the deck is shuffled or not
* Potentially adding a flowchart of the game process, maybe adding it to the game rules
* Screenshot of the Trello at the time of progress reports, to see where we were and how much progress has been made
* Plan for the GUI for next progress report