Nour Ali Ahmed:

My solutions are found in the go_fish.py file.

Methods/Classes/Functions created:

- PlayerClass and all of its methods
- deal () function

I set out to create the different player classes as well as initiate any attributes that are needed. I first created the Player() class, a parent class for HumanPlayer() and ComputerPlayer(). I then initialized it with the following attributes: score, hand, and name (more details about these attributes can be found in the docstring). HumanPlayer() and ComputerPlayer() classes inherited these attributes, but the __init__ method for the ComputerPlayer() class was overridden to include a default name of “Computer”. The Player() class also includes two simple methods (get_score() and get_hand()) used to return some attributes for when we start running the game. I also created the function deal(), which removed cards from the deck using the pop method and returns them to the player afterwards.

Lindsay:

My solutions are found in the go_fish.py file.

I helped create the deck of cards being played and a function that would return the player a random deck of cards to play with.

I helped make the numbers, suits, and empty deck lists. I made sure to include the correct numbers and cards in the list. I then helped in making the def make_deck function where the player would receive a deck with random cards and append them to the players deck list. The deck would then be returned to the player.

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Enrique Calle-Matute:

My solutions are found in the go_fish.py

I helped create the pair_count(hand) function which would remove pairs identified in a player's hand. Then it would remove each card from their hand at a time. After that is done, then it would add 1 point to the score counter.