We will be making a poker game. We will need a Card class (15 points), a Dealer Class (30 points), a Player class (20 points), and a Game Class (40-50 points), most likely. This will satisfy the appropriate use of data structures, as well as the event driven programming use of swing. (125)

5/1 - Mark will start coding the Poker Game classes

5/2 - Either Kyra, Zohaib, or Ashley will assist with coding the graphical components of the poker game.

5/4 or 5/6 - We should have the poker game logic and behind-the-scenes functionality completed, except for anything graphical. More time is needed to complete the complexity of poker game graphics

5/14 - We should have begun implementing some of the graphics for the poker game.

5/18 - The poker game and its' graphics should be implemented.

5/20 - Refine code and make sure everything is working properly. And push finalized source code to github.

We also want to make a scene (animation) that will have different objects/images in it. This satisfies the threads and animation, and interface requirements for our project (25pts.). We also want to use JavaFX for our animation/scene, and this will help satisfy the requirements of a feature we haven't covered yet(25pts.). We want to animate different shapes (triangles, squares, circles, etc.) traveling around the screen in different directions(25pts.). Bouncing off of the edges of the border. The screen will also contain checkboxes that will change which shapes are added onto the screen(25pts.). We will also have buttons on the screen that will add or remove shapes to the screen(25pts.).

5/7 - We should have started coding the animation. We should be able to add several different types of shapes to the screen. We should have an interface for shape objects. Which is utilized by several different classes (of different shapes). This will be done using the javaFX library.

5/14 - The animation should have the functionality to add/remove shapes from the screen. They should be able to bounce off the edges of the screen (so they don't go out of frame). Shapes should be traveling in different directions.

5/18 - All the above functionality should be implemented. Also, the functionality of a checkbox should also be implemented. This series of checkboxes should change what types of shapes are being drawn/displayed on the screen.

5/20 - Refine code and make sure everything is working properly. And push finalized code to github.