Cards Against Telegram

Prototype Abstract – Team 03-102-060 – Lab 8

The question that we addressed with our prototype is how are we going to store the cards for anytime use during each game. The first step in the way we would approach this is to decide on a language to use relevant to the storage of the cards. We will decide this based upon the most efficient way to not only pull the cards to be handed out to players but also to store new cards quickly. Once finding out about Google's GSON, we decided on using Java to store the card as objects with attributes associated with a card pack we found online stored in JSON. This was done by making a CardsAgainstTelegram class that would connect to the TelegramHandler class to login to Telegram. Within /L8/CardsAgainstTelegram/src/main/java/xyz/cardsagainsttelegram/bean are the file classes regarding the Pack, CardType, etc. Doing this, we expect to not only be able to easily convert cards in JSON format to Java objects for quicker use in other classes but also expect learning how to use an open source API that will allow us to do this rather than doing this ourselves.