**Final Project: Card Game of War**

**Programmers: Axel and Paul**

**Project Log/Tracking**

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| **Team Member** | **Day 1** | **Day 2** | **Day 3** | **Day 4** | **Day 5** |
| Axel | Our goal was to finish the GUI. We decided to do a project on the card game war. Then, we created the GUI. | Our goal was to create the card class and shuffle the decks. We created the card class. In this class, we created and shuffled a full deck. Then, we divided the full deck into two decks; player deck and computer deck. | Our goal was to make the draw class and determine who the winner was for each turn. We created the draw class. We displayed the card decks and determined who the winner for the first index/card was. | Our goal was to develop an effective war method that allowed for multiple wars. We created the war method to determine the winner if there was a tie. However, we only got the first war to work.  We tried to use for loops, while loops, and recursive methods to determine the winner if another war were to happen. But we couldn’t figure it out. | Our goal was to finish the project and clean up the program b deleting anything unnecessary. Instead of multiple wars, we reshuffled the decks to allow the game to continue, since we couldn’t figure out how to do war multiple times. Then, we commented each class and method. We also tried to make the design of our program nicer. |
| Paul |

**Project Analysis**

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War Class

**-**frame: Jframe

-txtDisplay1: JTextField

-txtDisplay2: JTextField

+War()

-Initialize()

Draw Class

-ComputerDeck: arraylist

-PlayerDeck: arraylist

+draw()

-AddToCCards()

-AddToPCards()

-war()

-RanOutOfCards()

+getFirstPCard()

+getFirstCCard()

+getUpdatedPDeck()

+getUpdatedCDeck()

Card Class

-FullDeck: arraylist

-ComputerDeck: arraylist

-PlayerDeck: arraylist

-CreateFullDeck()

-Shuffle()

+getPDeck()

+getCDeck()