**Progress Report**

**- Increment 1 -**

**Group Casino and More**

# Team Members

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1. **Project Title and Description**

Casino and More. Casino and More is a runnable jar file that opens to a main menu and gives the user different games to play, Blackjack, Spit, Slapjack, and Solitaire. Users will be able to play local multiplayer were applicable and there is a monetary system that allows for betting in BlackJack. Blackjack and Spit also have AI features and there are settings in which you can change the difficulty of the AI, change the image of the deck of card backs, and reset your money total. There is also a how to play menu that teaches the user how to play each game with specific examples of gameplay from our software.

1. **Accomplishments and overall project status during this increment**

Currently the project is runnable and opens to our complete main menu with clickable buttons for each game, settings, and how to play. Each button has its own logo and each JFrame that opens when buttons are selected have a green felt background along with the main menu. We have all our classes set up and will not have to implement much if any class files in the future. We wrote our program in many files to use proper Polymorphism and keep our code clean. We also have our how to play text complete and it just needs to be implemented into its respective JFrame,.

1. **Challenges, changes in the plan and scope of the project and things that went wrong during this increment**

The most difficult thing in this increment was getting used to Java again. Although we are currently enrolled in Java and David and I had experience, we were a little rusty, especially with the Swing library and had to take some time to learn certain features again. We read the Java API and used Stack Overflow to help us especially with JPanel and JFrame components and understanding function overriding. We have downsized the project just a little bit by removing Roulette as it had little relation to the other games and was going to be very difficult to implement on the math side rather than the actual Swing component side so we decided it was best to only do 4 games for now.

1. **Team Member Contribution for this increment**

**FYI: Alex typed all documents except for RD (Brandon) ALL MEMBERS WERE PRESENT TO HELP DURING THIS**

**David Risi:**

a) Helped with Project Title and Description along with the Challenges and Plans for next Increment

b) Helped with all diagrams and requirements (functional and non functional)

c) Helped on first question with Alex  
d) Has built all of blackjack so far and the deck, card, and player classes with their respective inner classes. This includes getting all graphics and numbers for cards so that we can implement the deck, card, and player class in all games

e) David wrote and said his big portion in the video.

**Brandon Mohammed:**  
a) Helped with Accomplishments and Plans for next increment

b) Typed up the document with the help of Alex and David

c) Helped with the second question with Alex

d) Brandon has only helped Alex write source code BUT has helped tremendously by putting together all the logos and how to play text document. He is the reason we are able to have a running program that looks like a final product at the start.

e) Brandon had two speaking parts in the video that he wrote and voiced.

**Alex Tedeschi:**

* 1. Typed progress report and answered this question along with providing ideas for all other questions
  2. Helped Brandon answer questions (we worked on this together at one time) Specifically diagrams and requirements
  3. Typed both questions and provided main answers with help from both members
  4. Created the ScreenConfig class along with setting up the call to its constructor in all the button classes. Wrote all of the ActionListeners and most of the code in mainMenu. Also grabbed all logos to put in res folder
  5. Made the actual video of the demonstration of Casino and More and spoke during that portion. Writing the script for that section as well.

1. **Plans for the next increment**

We hope in the next increment to have BlackJack working with all functional features of the game. We also hope to have a nearly complete settings menu and a complete how to play menu. Would also like to have the card and deck classes complete.

1. **Link to video**