**Progress Report**

**- Increment 2 -**

**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, Roulette, and Solitaire. Users will be able to play local multiplayer where applicable and there is a monetary system that allows for betting in Blackjack and Roulette. Blackjack also has an AI feature 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 displays the rules for each game.

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 have a playable version of Blackjack running with functional requirements. We have a most of Roulette running; it has a working betting system, but the wheel doesn’t spin yet. We have also implemented HowToPlay.

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

Due to the complications by COVID-19 we are unable to meet in person, so coordinating and helping each other on code has become a more difficult task. As such we are replacing Spit and Slapjack, which we were expecting to need a lot of group interaction to complete, with the previously removed Roulette. We believe that this change will relieve some of the strain caused to the project by the virus.

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

**David Risi:**

1. Finished functional Blackjack game that is currently playable with 3 players and a computer dealer. Also added graphics to Blackjack.
2. Adjusted Card and Deck classes.
3. Wrote progress report and use case diagram for RD.

**Brandon Mohammed:**

1. Working on Roulette animations and testing phases
2. Completed IT document and questions 1-3 and 6-7 on RD document

**Alex Tedeschi:**

1. Added JTextArea and Scrollbar in HowToPlay to incorporate the How to play instructions.
2. Added Roulette that currently has buttons for bets, button to spin and all graphics complete along with a money system.
3. Added comments to Roulette.
4. Did Class Sequence Diagram for RD and Created Video Script along with editing the Video to post.
5. **Plans for the next increment**

In the next increment, we plan to have all non-functional requirements for Blackjack and Roulette running along with adding the game Solitaire. Along with this, we plan to add options for things such as card backs and background to the settings.

1. **Link to video**