目標

1.使用SDL做成視窗遊戲

2.回合、賭注、財產

3.使用github開發

需解決問題

1.Visual studio 裝上SDL函式庫以及其擴充

2.紀錄github commit 紀錄以及分枝圖

3.繪製&設計遊戲視窗

程式架構

card\_and\_player.h

class Cards{

private:

int cards\_num;

struct Card{}

Card cards[cards\_num];

struct Card{

enum suit{clubs,diamonds,hearts,spades}

int card\_face;

suit card\_suit;

bool exist; //在Cards中為1

bool compare\_card(const Card\* const that);

//先比數字在比花色,this比that大傳回1

char card\_face\_TurnToChar();

}

Cards(int card\_num, card\_holder holder\_type);

//constructor, 用holder\_type判斷為玩家或是Deck

~Cards(); //destructor

public:

void creat\_deck(); //僅用於創造整份排組

void print\_cards();

int get\_cards\_num();

friend Player;

}

class Player{

private:

char\* player\_name;

int money\_left;

struct hand\_type{

enum type{ straight\_flush=9, four\_of\_a\_kind=8, full\_house=7, flush=6, straight=5; three\_of\_a\_kind=4, two\_pair=3; one\_pair=2, high\_card=1;}

type Type;

card dominant\_card; //Player為Cards的friend,可用card

}

Hand\_type Handtype;

Cards player\_cards;

Player(char\* player\_name,int money\_left); //constructor

~Player(); //destructor

public:

void set\_player\_cards(); //發牌給player

void judge\_hand\_type(); //初始化Handtype

void sort\_cards(); //先比數字在比花色，使用card\_compare

bool compare(const Player\* const that); //this贏that傳回1

void print\_cards();

void show\_name();

void show\_money\_left();

}

main.cpp

Main(){

enum cards\_holder{Player,Deck}

windows\_display.h