

## **RESPONSIBILITIES**

### **Phase 6 [Presentation pt 1]**

- Ensure project documents are complete & finalized
- Ensure Skeleton Classes are complete
- Test plan complete / Some junit coding complete
- Created prototypes
- 
- Deliverables:
  - Project Status Report
  - Individual Git Log
  - Link to GitHub Repo
  - Names of team members

### **Phase 6 Roles:**

- **To Do:**
  - update junit testing
  - create prototypes
    - Gameplan: Thursday presentation: MINIMUM: Working code of game rules [dealer, player] -- Bonus: have a rough GUI prototype (at least one player vs dealer)
  - work on 'script' or bullet point guidelines for presentation
    - Script Doc:
    - <https://docs.google.com/document/d/1RkCxkuSgAzzrRSXRrjXQetdY8rf62nVUY986Qv4Ze10/edit?usp=sharing>
  -
- **Presentation:**
  - **Presentation:**
    - **Give a brief introduction to your project: 30 secs**
      - **Avin**
        - This is a version of BlackJack, or "21" in which up to 6 players can play against each other in an online game.
        - Players will be able to create an account to track their money and winnings so if they decide to play later on, they will have the amount of money from the previous play time.
        - Money can be simulated or real.
        - This project will only have a working version with simulated money and data
        - Project can expand to real money in the future.

- **Give the current state of the project: 30 secs**

- **Ivan**

We currently have the following complete up to this point:

- a Class Diagram UML
  - a Gantt Chart
  - Roles & Responsibilities Document
  - Requirements Document
  - a Testing Plan Document
  - Skeleton code for our classes
  - a rough Test Suite
  - GUI Foundation
  - Game Rules Document
- 
- All the foundational skeleton code is complete, it's about adding meat to the bone now and figuring out what this is going to look like by the completion date.
  - We are currently working on a GUI prototype in order to make this a feasible game. That is being worked on in this current phase
  - We also have a solid testing plan that we will continue to update as we grow the project.

- **Show off any project docs or uml, as is useful to the status update: 1 minute**

- **Ivan** - testing doc [?]
  - Show testing doc, basic philosophy
  - Show Yew's test suite
- **Avin** - Req doc, Game Rules Doc [?]
  - quickly explain basics of req doc idea
- **Yew** - UML
  - quickly show UML and add any comments if necessary

- **Show off prototypes and working code: 1 minute**

- **Yew**

- walk through any decent classes with working code and quickly explain what it is trying to do

- **Name remaining tasks: 30 secs**

- **Ivan** describes general tasks
  - Continue to flesh out the project
  - Complete GUI version of the game

- Instantiate website to allow users to register into a database
- Connect online to up to 6 players to play simultaneously
- connect GUI to website to database
- update testing to make sure the game runs properly
- **Yew** describes coding tasks left to complete[?]

- **Yew:**
  - working code for game rules
  - database management
  - connectivity btwn GUI / DB / Website
- **Avin:**
  - working code for game rules
- **Ivan:**
  - presentation script - bullet points
  - basic GUI code
  - website for registration
  - powerpoint for final presentation

---

## **GENERAL ROLES**

**Ivan** - Front End / GUI / UI work / simulated objects / general code editing // overall project management (making sure deadlines are being hit, updating the roadmap & schedule)

**Avin** - Classes / Objects (making sure all the object content is correct) / assistant project manager (helping make sure the schedule and roadmap is correct and feasible) / Requirements document

**Yew** - Database / assistance with front end and back end -> all-around code management