Andrada Iorgulescu

Prog 201

21 February 2022

Play Test Project 01

Part One: Your Project

Take notes while two of your classmates playtest your project.

Your Project

Your name: Andrada Iorgulescu

Your game title: Card Games

Testers:

1) Herbert Chillis

What were the three most successful aspects of your project?

- The game has a title and a menu to see what games you want to play.

- The game modes work when playing them and give you a point when you guess right.

- It shows the cards and decks when being printed out.

What were the three biggest issues with your project?

- The game modes don't have more than one turn. When you guess correctly or wrong the game takes you back to the menu.
- Highest match does not let you guess which is the highest match of the card. //incomplete
- Maybe have the player type in a number that they can choose what game mode to play then typing the name of it out.

How will you use what you learned to improve your application for the next version?

- I would like to add some kind of text art to make my project look a little more intentional
- I would also like to fix/complete the games that didn't fully run
- I'd also like to give the player the option to continue the game endlessly or go back to the menu

Part Two: Other Classmates' Projects

Write up your own notes after playtesting a project from two different classmates.

Project One Playtest

Project creator: Herbert Chillis

Project title: Card_Game

What was most successful about the project?

- the game asks for player input.

- it saves what I typed and shows it back to me.

- it instantiates the deck and prints all the cards

If you were assigned to take over this project, what would you improve?

- printing the title on the game screen.

- adding a menu option that lists the names of everything we can choose from.

- adding instructions for the player

Additional notes:

- Overall, it was good :)