

CS 362 Final Report For Iteration 2

Team 7

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Final report :

First of all, we will be using a new URL link <http://localhost:8080/cards362/?host&player=1&min=2&max=2&game=SlapJack>. The player 2 link is the same with the original link for player 2. This will be the link to start the Slapjack game. Then, we need to edit the GameFactoryFactory.java class to have the Slapjack game version in the list. We will also need to edit the function getGameFactory() to return the game factory we need. Other than that we need to create a new class SJGameFactory() which will extend the P52GameFactory.

Meanwhile, we will need to create a new class SJRules which extends the P52Rules class. In this class, we will override some of the needed apply() functions in P52Rules, and some of the methods will not be changed. We will also need to add three static final strings “PLAYER1_PILE”, “PLAYER2_PILE”, “CENTER_PILE” in SJRule class. To be able to display the title of the game “Slapjack” in the 3rd feature, we will need to override the apply(InitGameEvent...) function to have the title of “Slapjack.” We will then have a new class, SJCmd.java, which implemented the Move interface with overridden functions apply(Table) and apply(ViewFacade). This is to make sure we will have a deal button on the screen and two piles at the beginning of the game after clicking on the deal button. We will also need to add a new class SJDealCommand class apply(ViewFacade) function to handle the function when DealEvent is used.

Next, we will override the apply(CardEvent) function in SJRules to handle the event when a card is selected in the game. We will also need to add a new class SJMove which implements the Move interface to handle the movement of cards in the game. In the SJMove, we will override the apply(Table) and apply(ViewFacade) function. Other than that, we have a class extends the SJMove class which is SJSlapJackMove - To handle when a player clicks on slapjack during the game. We also have another class SJWrongMove extends the SJSlapJackMove class. This is to handle when the players slap on the card that is not Jack. Lastly, we added a SJEndPlayMove class to handle when the game is ended. We will add some logic in apply(CardEvent) in SlapjackRule class to create a new SJEndPlayMove. The apply(ViewFacade) function in SJEndPlayMove will be modified to display the title “Player X Wins.

- **How does the GameController know that a game is selected and what does it need to do before it can call `match.start()`? Set up the required infrastructure for GameController to start the match.**

Completed by: Karthik Subbarao

- **How does MatchController know when the game can begin and what does it need to do before it can call `mainloop.play()`? Set up the required infrastructure for MatchController to start the match.**

Completed by: Bo Sheng Lee

- **At the start of play there should be a deal button and the title of the game should be set to “Slapjack.”**

Completed by: Jonathan Segal

- **Pressing the deal button results in two even piles of shuffled face down cards. There are many simple shuffle algorithms, any is fine.**

Completed by: Jonathan Segal

- **During play, the player’s alternate selecting the card at the top of their pile. Their card is placed face up on a center pile. Players are ignored if they select a card out of turn or from a pile that does not belong to them.**

Completed by: Huai Yao Ma (Teamwork)

- **When a player selects a Jack on the center pile all cards in the pile are transferred to the bottom of their pile. A player that selects a card incorrectly is ignored.**

Completed by: Huai Yao Ma

- **The display of the player's score always represents the number of cards in their pile.**

Completed by: Karthik Subbarao

- **When a player runs out of cards the other player wins at the end of their turn. Set the title**

of the game to “Player X Wins”.

Completed by: Bo Sheng Lee

• (optional) Extra game play rule: if a player improperly selects a center card that is not a Jack the other player wins all of the cards in the center pile.

Completed by: Huai Yao Ma