

CS 362 Team Plan For Iteration 2

Team 7

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Team Plan :

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

We will also need to create a new class SlapJackRule class 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 string “PLAYER1_PILE”, “PLAYER2_PILE”, “CENTER_PILE” in SlapjackRule class. To able to display the title of the game “Slapjack” in 3rd feature, we will need to override the apply(InitGameEvent...) function to have the title of “Slapjack”. Then, we will also have a new class SlapjackInitCmd.java which extends the P52InitCmd class with override function 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 modify the DealCommand class apply(ViewFacade) function to handle the function when DealEvent is applied.

Next, we will override the apply(CardEvent) function in SlapjackRule to handle the event when a card is selected in the game. We will also need to add a new class SlapjackMove which extends P52Move to handle the movement of card in the game. In the SlapjackMove, we will override the apply(Table) and apply(ViewFacade) function. We can add a new apply method to handle different score updates (remove card and SlapJack). Lastly, we will need to modify the EndPlayMove class to handle when the game is ended. We will add some logic in apply(CardEvent) in SlapjackRule class to create a new EndPlayMove. The apply(ViewFacade) function in EndPlayMove 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.**

To be 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.**

To be 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”.**

To be 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.**

To be 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.**

To be completed by: Huai Yao Ma

- **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.**

To be completed by: Huai Yao Ma

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

To be 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”.**

To be completed by: Bo Sheng Lee