Card Game Write Up

Name: _Brendan Lauterborn   Team Name: Alien Out_____

UIN: ___726004578_____   Game Name: Worst ACE-enario_

Other team members: __Davis Henley, Bryana Moya, Heidi Riddle and Michael Ajibola___

Please fill out the following and provide full sentences to each.

1) Provide a brief overview of the (1) need, goal and objectives of the project, (2) a quick description of the card game you have created, (3) and design constraints that you had to work with.

   The goal of the project was to design a user-playable card game that followed unique rules designed by the other team. The card game that we created allows a user to play the game vs 3 bots. The order of the game is random. If a player is forced to play a face card then they must draw 1, 2 or 3 cards depending on which is played. If the user plays an Ace, every other player has to draw 1, 2, 3 or 5 cards. Hence, the name of the game Worst Ace-enario.

2) Were you able to meet your original goal at the end of the project? What are some of the things that did not make it to the final product?

   We were successful in programming a game that allows a player to play vs bots. We met all of the goals that we set out to achieve.

3) Explain any additional things that you or your team would have wanted to be in the final product. Discuss some of the alternative designs that were considered throughout the project.

   It would have been nice to incorporate JOptionPane to allow the user to click on the card that they wanted to play. However, we were all more familiar with using Scanner. Instead, we decided to print the cards to look like actual cards in order to make the game more interesting. We also considered only printing out the user's hand so the user can't cheat.

4) Explain some of the changes to the requirements/rules you received to make the game codable and able to run smoothly.

We found out that the game had no end to it. Too many cards were being drawn for playing an Ace. An Ace of spades required everyone in the game to draw 5 cards. We ended up modifying the rules so that every player must draw one card instead. Similarly, we changed how many cards were drawn for playing a face card.

5) Give an overview of overall satisfaction with respect to the rules created, development of someone else's requirements, and the overall final product.

We felt that most of the rules were not the best. They wanted the player order to be random. This rule just made the program more complicated and frustrating because in an actual card game the order is clockwise or counterclockwise. The rest of the rules just made people draw cards. The rules weren't well thought out because the game went on forever. We had to down every draw card to a +1.

We were satisfied with how our program turned out in the end. We were able to have some fun with the game in the end.

6) Tell me about your teamwork experience. Did everyone contribute? What was your part of the project and how did you think you did?

Everyone member of the team helped a lot. Some people were not that strong in programming, but they still gave good ideas and tried to help out as much as possible. I think it was a good learning experience for everyone. My main part of the project was implementing the rules into the code. The rules came out nicely. We all pretty much worked together on a lot of it, so I can't take all the credit. We did not split up parts of the code too much. We thought we were able to get more done by working together on the same part of the code.