Go Fish Analysis   3/20/2022

Features completed:

Package restructure/Maven inclusion:
- Filesystem needed to be restructured so we could take advantage of Maven for our project.

GUI redesign:
- The main game Gui, along with player interactions, has been slightly redesigned to condense the user input into a single screen.
- Originally, our solution to the player "flow" was to use separate game screens each time an event happened, now the logic allows this to be functional within the main game screen.

Game logic updated:
- Buttons in the game have been largely reworked to allow more flexibility with the logic systems.

Correct GUI Elements auto-update:
- Gui labels have been worked to better track information that the player can use within the game.

Features Behind Schedule:

<u>Cpu integration:</u>
- Logic for this was already mostly done, but the GUI rework caused some of it to break, so need we to update/rethink this before continuing

<u>Finish conditions updating correctly:</u>
- Again, logic is done for this but the GUI rework caused problems, so we need to reevaluate this to get it working correctly.

Features to Complete Next (in order of priority):

- Finish cpu integration
- Win conditions reachable
- Increase cpu player count
- Increase difficulty options