T1A3 Terminal Application

By Christopher Gibson

Index

What's the Problem

Terminal Development:

- Can get boring!

- Not enough colours!

- Compiler downtime...

The solution?

Terminal Games!

- All boredom rm -rf !

- So many colours!

- Compiler downtime? More like Funtime!

Features

What functionality do we have?

Player Options:

1. Create new player
2. Edit player details
3. Delete player

The Game itself:

1. Player details check
2. Betting
3. Deal the cards
4. Win/lose

Leaderboard:

1. Access saved info
2. Display list
3. Player Search

Extra:

1. Accessing help/rules files

Logic: Control Flow Diagram

Live Demo

https://app.diagrams.net/

App Tour

Time to have a look...

Review

Challenges

1. Texas Holdem rules win conditions:

Difficult to figure out how to compare 7 cards against 5 card win conditions and pick the winner. Changed game rules to BlackJack.

2. Time Management:

Following my own schedule/Trello board, spent too much time on Control Flow Diagram

3. Testing for multiple Aces:

I let the user choose how many aces they would like to convert, with conditions

What would I add/change?

1. Finish the code

Finish the functionality for players, games and leaderboards

2. Add more card games

Allow users to pick what rules they want to play

3. Add some visual elements

Display the cards on the screen with some colour

Questions?