

Project Timeline

Monday 12/2 - Wednesday 12/4: Finishing making the backend logic of the Blackjack game

- Creating the logic behind creating a game room; the beginning asks how many players will be playing the game
- Getting the name of the players to display
- Creating the logic behind the dealer: If hand is 17 or above, dealer must stop hitting.
- Each player places a bet that can't exceed the amount of money they possess.
- A player hits on a loop until they stop or they bust. This loops for each player
- Determining whether a player beat the dealer. Getting money if they do or losing money if they don't.
- Game loops until all players are gone from the table or the users decide to leave.

Wednesday 12/4-Friday 12/6: Splitting into two teams: Frontend and Backend

- Backend: Crash Course on Understanding MongoDB (database storage tool for storing user information as well as gameroom ownership information)
- Frontend: JavaFX (Creating the GUI for the Blackjack game). Learn how to make a card and how to create various backgrounds.

Saturday 12/7-Wednesday 12/11:

- Backend: Applying MongoDB to create the login features of the game; Creating the building ownership features.
- Frontend: Creating a decently running graphical interface for the actual game (not yet the logic for the menu page with instructions or buying a room or that stuff)

Thursday 12/12

- Backend and Frontend: Building the menu logic and interface

Room Management

- Backend must allow login in the menu so a person can access their buildings and manage. Login/Logout features. Only allow room management once logged in.
- Using lists to see each room that the player owns.
- Frontend must display login information on menu page once logged in in a list format with easy to use buttons to buy a room, add funds, or take funds.

Menu Page

- Backend must implement state machines to switch between login page, building management page, room selection page, instructions page, exit app button, and the like.
- The menu must have nice-looking buttons.

Create Account/Login/Logout Page

- Intuitive account creation: username and password. Add to MongoDB if username is unique.
- Login checks in MongoDB (Will be locally stored for the scope of this project) to ensure username/password credentials work.
- Logout just logs out a session and no longer stores the object.

Room Selection

- Retrieve all rooms from MongoDB. Will have the default room which nobody owns and then also shows room that players own.

Friday 12/13

- Backend and Frontend: Integration testing to finally create a running app
 - Ensuring backend and frontend mesh together before final push!