

Presentation 1

what genre or game are you focusing on and what commonalities and differences have you identified

- Card games (specifically casino)
- Commonalities
 - Dealer
 - Holds deck
 - Set of rules
 - Actions to take
 - Hand evaluation to determine winners/losers
 - Bets tied to set of cardswager
- Differences
 - Competitive circle
 - Adversary (1 on 1 with deale/house)
 - Group/pot (poker)
 - Abstracted into tag
 - Specific hands that are different
 - Abstracted into hierarchy of winning/losing hands

who is expected to work on which parts of the project

UI/Parsing/Some Model - Eric

Mostly Model, some UI - Max

what extensions you are expecting to work on:

GameAreaEditor, Roulette?, Dark Mode, Game Analytics (maybe store in Player)

what features you expect to complete during each of the three Sprints?

1. Get a basic, data-drive game going, get GameView
2. Focus on new games and Actions in Backend, frontend add, XML Choosing, LobbyView, Dark Mode
3. Data Analytics, Game Area Editor, Roulette

demo the User Interface Wireframe to show how the user will interact with the program

describe the design and architecture goals: what is expected to be flexible/open and what is fixed/closed

flexible/open: new card games, specifically extensions are Actions, Decks, Hand Types, Hierarchy, Adversary/Communal:
Closed to non-card games!

provide an overview of the project's modules: what is each responsible for and how does it depend on other modules

GameGeneration
XMLParser
Table
GameView

CardDistribution
ActionFactory
HandClassification

- Straight/flush

BetEvaluation
HandEvaluator

- compareTo

describe two APIs in detail:

what service does it provide?

how does it provide for extension?

how does it support users (your team mates) to write readable, well design code?

Evaluation module

- Handclassification (each action)
- Betevaluation (determine if bet won/loss) - within single competitive circle
 - Uses handevaluator
- Extension
 - New hand hierarchies, single class to handle new hand
 - Reflection in hand creation

describe two use cases in detail that show off how to use one or more of the APIs described previously

- Evaluation API
 - Table gives a list of Bets within a circle
 - Poker
 - Order changed with data
 - Competitive circle is group
 - Blackjack
 - Competitive circle is with adversary (1 on 1)
- XML/Generator API
 - call createGame()
 - getX() to add something new (make a new method)
 - getCard() as is
 - Java-friendly

describe one alternative design considered and what trade-offs led to it not being chosen

Common Cards held in each player or a pot