Deliverable 1

SYST17796

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Background

Our goal with this project is to create a functioning card game that will be played within the chosen IDE and results will be shown in the console. The card game we have chosen to create is War. The base code for this game is written in the Java language. The project is divided into four classes: Card, Game, GroupOfCards and Player. We try to follow strict naming conventions and programming principles in order to make our code as easy to follow and understand as possible.

Game Description

We have chosen to create the game of War. The rules of this game are simple, the deck is divided evenly between two players (26 cards each). Each player places their deck face down in front of them. Each player then turns their top card over at the same time, the player with the higher card takes both cards and places them on the bottom of their deck. If both pulled cards are the same rank, it is War. Each player pulls out on card face down and one card face up, the player with the higher rank takes all cards (6 cards) if the cards are again the same rank the players will repeat the previous action. The game ends when one player has all cards.

Project Scope

Our group members are Austin DeMelo and Francival Fernandez. Austin is the team leader and his main roles are design orientation and creating a project overview. Francival will be doing the bulk of the code work for the War card game. \*\*\*\*explain interface\*\*\*We will know when the project is complete when we are able to successfully play the War game within multiple trial attempts. We must consider all possible exceptions and possible errors.

High-Level Requirements

The System we are improving must include:

* Ability for anyone with the appropriate files to access and play the game
* Ability for the game to effectively simulate the card game “War”
* Ability for the game to display a win or loss of a round
* Ability for the game to track the hand size of each player
* Ability for game to display the score at any given time
* Ability for the player to replay the game as many times as they would like

Implementation Plan

GitHub URL: <https://github.com/franfernan/DeliverableOne>

Each developer is expected to provide their work at the end of each work session. Work sessions are decided amongst the two members of the team, these include times in which both members are available to work. The workspace will be organized in such a way as to dived code from text style documents. This will help to overall keep the project from getting cluttered and will make it easier for the members to find what they are looking for.

We follow consistent coding standards throughout our project. This not only reduces clutter, but it also keeps documents organized. Organizing is one of the largest concepts we strive to achieve, it makes navigating code immensely easy and will reduce the overall work time for the project. Concepts that help us organize our work include: Java naming conventions, DRY (don’t repeat yourself), single responsibility principle. Just to name a few. The tools we are expected to implement into our project include: Visual Paradigm, NetBeans, GitHub, Microsoft Word.

Design Considerations