Com S 362 Iteration 2
Team Plans
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• How does the GameController know that a game is selected and what does it need to do before it can call match.start( )? Set up the required infrastructure for GameController to start the match. ----------------- Caleb Donavon

• How does MatchController know when the game can begin and what does it need to do before it can call mainloop.play( )? Set up the required infrastructure for MatchController to start the match. ----------------- Caleb Donavon

• At the start of play there should be a deal button and the title of the game should be set to "Slapjack". ----------------- Jue Wang

• Pressing the deal button results in two even piles of shuffled face down cards. There are many simple shuffle algorithms, any is fine. ----------------- Zachary Mass

• During play, the player's alternate selecting the card at the top of their pile. Their card is placed face up on a center pile. Players are ignored if they select a card out of turn or from a pile that does not belong to them. ----------------- Zachary Mass

• When a player selects a Jack on the center pile all cards in the pile are transferred to the bottom of their pile. A player that selects a card incorrectly is ignored. ----------------- Rundi Liu

• The display of the players score always represents the number of cards in their pile. ----------------- Rundi Liu

• When a player runs out of cards the other player wins at the end of their turn. Set the title of the game to "Player X Wins". ----------------- Jue Wang

• (optional) Extra game play rule: if a player improperly selects a center card that is not a Jack the other player wins all of the cards in the center pile. ----------------- Boxiang Guo

• (optional) Extra game play rule: on each play the center pile is moved to a random location to prevent a player from hovering over the pile. ----------------- Boxiang Guo

• (optional) When the game is finished show the deal button. This will be helpful. String remoteId = view.getRemoteId(DealButton.kSelector); view.send(new ShowButtonRemote(remoteId));
----------------- Chuxiao Yu

• (optional) When the deal button is selected for a new game, deal the existing cards (not new ones) to the two players. ----------------- Chuxiao Yu

Dependencies Between Tasks:
    The latter features are based on the previous features.

Risks:
    a) A team member cannot be reached for some reasons.
    b) Some features may be tough for some team members.

Notes:
This team plan is temporary, team members can switch the features through communication.
This project is based on teamwork, it would be better if we help each other.