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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". ----- Rundi Liu
- Pressing the deal button results in two even piles of shuffled face down cards. There are many simple shuffle algorithms, any is fine. ----- Rundi Liu
- 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. ----- Jue Wang
- 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. ----- Zachary Mass
- The display of the players score always represents the number of cards in their pile. ----- Zachary Mass
- 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 remoteld = view.getRemoteld(DealButton.kSelector); view.send(new ShowButtonRemote(remoteld));
----- 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.