Gabriel Loterena

9/17/2016

Card Game

Infromation: Word Doc version of my notes

Language: Java

IDE: jGrasp – lightweight IDE

Requirements:

Interface

Textbase: Check mark symbol

Read via Keyboard: Check mark symbol

Clean, readable, & friendly: Check mark symbol

Players:

2-4(selectable): Check mark symbol

Unique ID: Check mark symbol

Associated Score (Cannot fall below zero): Check mark symbol

Notified of their turn: Check mark symbol

Key press to initiate turn: Check mark symbol

Same Order: Check mark symbol

Deck:

52 standard playing cards: Check mark symbol

4 penalty cards: Check mark symbol

Shuffled before every round: Check mark symbol

Every card drawn is displayed: Check mark symbol

Cards:

Standard playing cards: Check mark symbol

Hierarchy: Check mark symbol

Penalty Cards: Check mark symbol

Scoring:

After each round winner is displayed and score adjusted: Check mark symbol

Penalties are enforced: Check mark symbol

Scoreboard: Check mark symbol

Win conditions (score>=21 && win by 2) Check mark symbol

Classes created for Game:

Card

Deck

Player

Game

Play