# ITEC3150

## Assignment – Grizzly Card Cutting Game

Create a JavaFX app that implements the following screens and associated functionality:

Graphical user interface

Description automatically generated

A picture containing text, monitor, close

Description automatically generated A picture containing text, queen, screenshot, vector graphics

Description automatically generatedGraphical user interface, application

Description automatically generated

You are free to refer to these resources when completing your solution:

* A demonstration of a valid solution, [video is here](https://media.ggc.edu/media/t/1_ig9n6e5h).
* A reference application that implements all of the functionality, but strictly through a command line interface (CLI). This is provided as an IntelliJ project zip and is provided in the D2L assignment area.
* Class diagram for the CutCardsCLI project. This is provided in the D2L assignment area.
* Class diagram for the CutCardsSolution demoed in the first bullet above, is provided in the D2L assignment area.
* A sample expository video, which demonstrates a rubric review where the presenter describes the implementation of each rubric item while showing the associated source code. [This example is provided here](https://media.ggc.edu/media/t/1_8i7fmg7t).

### Your implementation must:

|  |  |
| --- | --- |
| *Points* | *Description* |
| 10 | Create UI as shown, using an appropriate layout |
| 5 | Cards show correctly |
| 10 | Game play follows example CLI implementation and JavaFX demo video with Fidelity |
| 10 | Cut Button's text is reassigned appropriately ("Bob's Cut" <-> "The Machine's Cut") |
| 5 | Cut Button and Start Over button grayed (disabled) appropriately |
| 10 | Author attribution appears on the Joker cards |
| 10 | Joker cards appear with your custom artwork (not the Grizzly) |
| 5 | Card backs are customized by you with your own artwork |
| 5 | Keyboard events are supported. Letter 'c' initiates a player Cut and letter 's' initiates a Start Over. |
| 10 | States are consistent between keyboard operations and button operations. For example, if the Start Over button is grayed out, the 's' key events will be ignored. Similarly, if the Cut button is grayed, the 'c' key events will not be processed. |
| 5 | Win (/loss) reported correctly |
| 5 | Total wins reported successfully |
| 5 | Title changed to "Cut Cards!" |
| 5 | Follow good coding practices and standards |

### Submission Info

Your D2L Dropbox submission must include:

* An expository video. The video will highlight each rubric point and you will describe your solution by showing the associate code. The video must be shared privately with me. Submissions missing this item receive **a grade of zero**.
* *Zip* file with your entire project. An IntelliJ project is highly preferred. Missing archives or archives in non-supported formats (rar, tgz, bzip, 7z, etc) will receive ***a grade of zero***.

Your linked video assets must:

* Be accessible (check your links!)

You are not required to create or submit a Via project page, as we discussed earlier in the semester. I still encourage you to pursue this. Being able to demon and defend this assignment would be very valuable for you in an interview situation, in my opinion.

### Hints

* Remember to use the troubleshooting techniques we've been exploring this semester: Lots of System.out.printlns(), debugger, etc.
* Build features incrementally and test often.
* Your demo video should highlight and describe each item in the rubric. Keep it short! Your video need not be more than 1-3 minutes.
* Links for the images and code templates I used are found in the reference implementation.
* Your solution does not need to be responsive to window events, such as a user resizing the window manually