**ASSESSMENT TASK 1 COLLEGE OF SINGAPORE**

 **INDIVIDUAL TASK COVER SHEET**

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| *Student*  *Please sign, date and attach cover sheet to front of assessment task for all hard copy submissions* | | | | | | | | | |
| **SUBJECT CODE** | CP2406 | | | | | | | | |
| **STUDENT FAMILY NAME** | **Student Given Name** | **JCU Student Number** | | | | | | | |
| Kumala | Jasson Didhi | 1 | 3 | 2 | 9 | 9 | 4 | 6 | 7 |
| **ASSESSMENT TITLE** | Assignment 1 | | | | | | | | |
| **DUE DATE** | 12 September 2017 | | | | | | | | |
| **LECTURER NAME** | Mr Kwang Lim | | | | | | | | |
| **TUTOR NAME** | Mr Kwang Lim | | | | | | | | |
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|  | **CP2406: Programming 2** |

Individual Task Cover Sheet (Version September 2016)

Analysis

|  |
| --- |
| Card |
| name: String |
| getName(): String |

UML

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| --- |
| MainA1 |
|  |
| main(String[] args); void  playerInput(); void  deckInitializer(); void  playGame(); void |

|  |
| --- |
| STCard |
|  |
| function; String  cardDesc; String |

|  |
| --- |
| TrumpCard |
| hardness; float  gravity; float  cleavage; String  cleavageInt; int  crustal; String  crustalInt; int  eco; String  ecoInt; int |
| getCleavageInt; int  getCrustalInt; int  getEcoInt; int  getHardness; float  getGravity; float  getCleavage; String  getCrustal; String  getEco; String  convertCleavageInt; int  convertCrustal; int  convertEcoInt; int |

|  |
| --- |
| Player |
| hand; ArrayList<Card>  name; String  sc; Scanner |
| getName(); String  getCard(int x); Card  drawCard(Card card); void  getTurn(Table table); void  showAllCard(); String  startGame(Table gameStarter); void  checkWinningCard(); boolean  leaveGame(Table table); void |

|  |
| --- |
| Table |
| usedCard;ArrayList<Card>  deckCard;Deck  gamePlayers; ArrayList<Player>  cardMode; String  lastPlayerTurn; String |
| getCardMode(); String  getGameMode(); String  setCardMode(String cardMode); void  addBackCard; void  getPlayers(); ArrayList<Player>  getLastCard(); Card  anyCardPlayed(); boolean  getDeckCard(); Deck  playCard; boolean  putCard(Card card, Player play); boolean  getLastPlayerTurn(); String  setLastPlayerTurn(String lastPlayerTurn); void  playerGetTurnAgain(Player gamePlayer); boolean  setDeckCard(Deck deckCard); void |

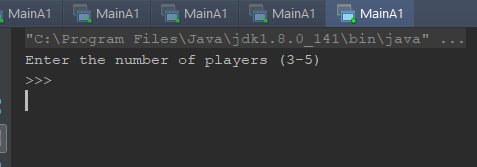
|  |
| --- |
| Deck |
| cards; ArrayList <Card> |
| drawCard(); Card  getCards(); ArrayList<Card> |

User Story

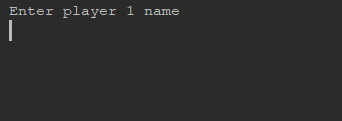
* At start, user will be asked how many players that are playing
* User only can choose from 3, 4 and 5 players
* Then it will ask the player’s name
* Each player would then get 8 cards
* Then the game would start
* First player would choose what mode of game they would play
* Either Hardness, Specific Gravity, Cleavage, Crustal Abundance, and Economic Value
* Players would have to put a higher value than the previous card drawn from the mode chosen.
* If players do not have the card, they would have to pass.
* Players could also pass anytime they want
* This game will continue until there is one player left
* The players that has finished the card will leave the game
* The last player left is the loser

Testing

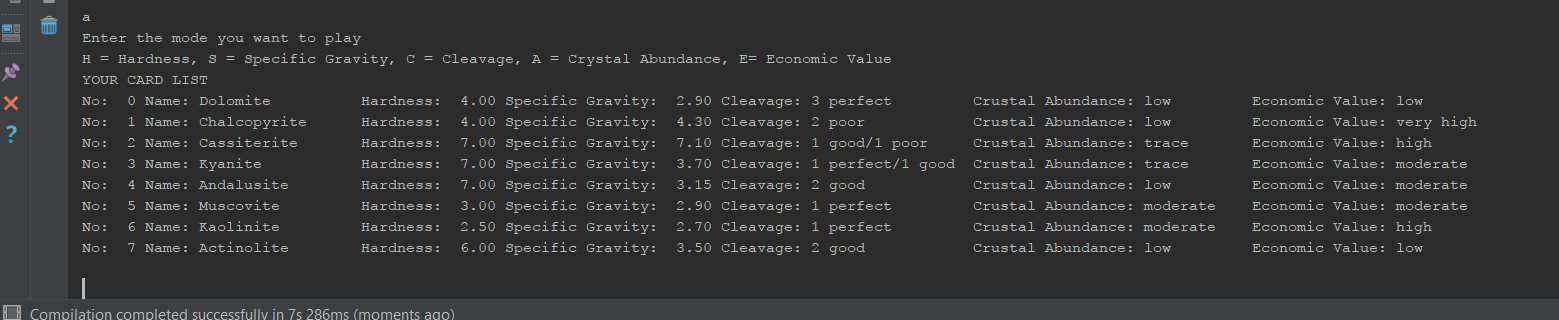
1. The user would be asked how many players

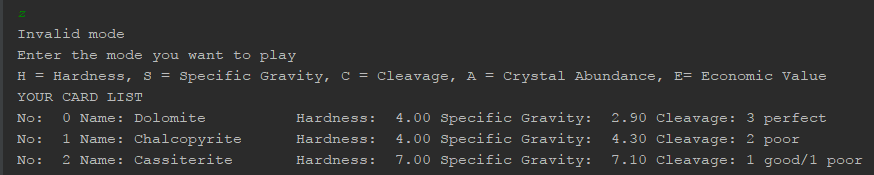


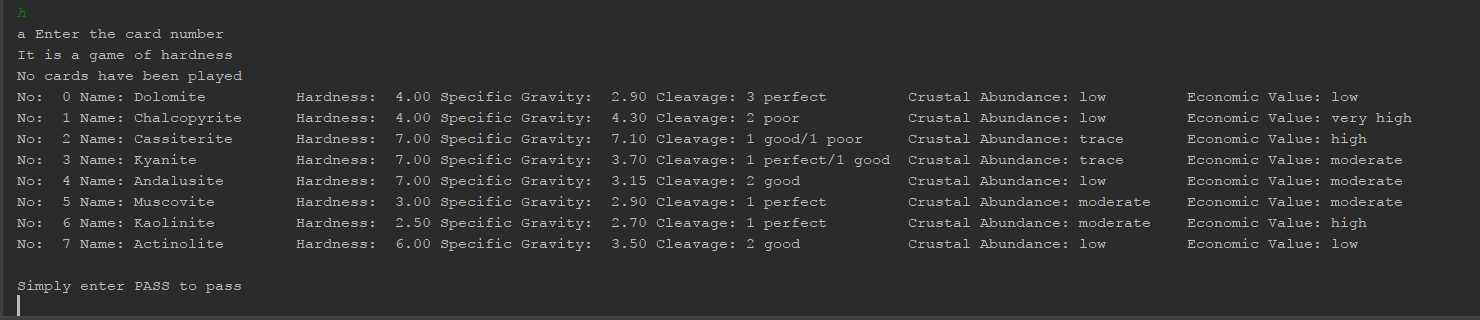
1. Players would be asked for their names

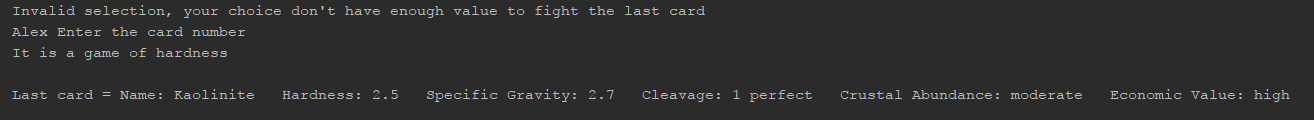


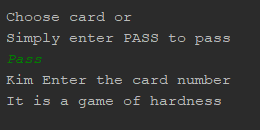
1. The first player would choose what mode they want to play



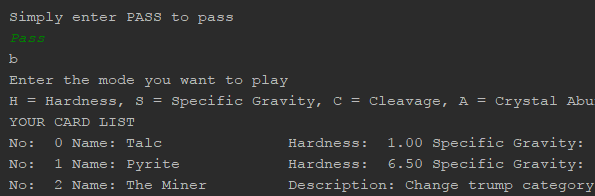
1. If user tries to enter invalid mode
2. The player is then asked to choose which card they want to draw. The player would have to enter the card number.



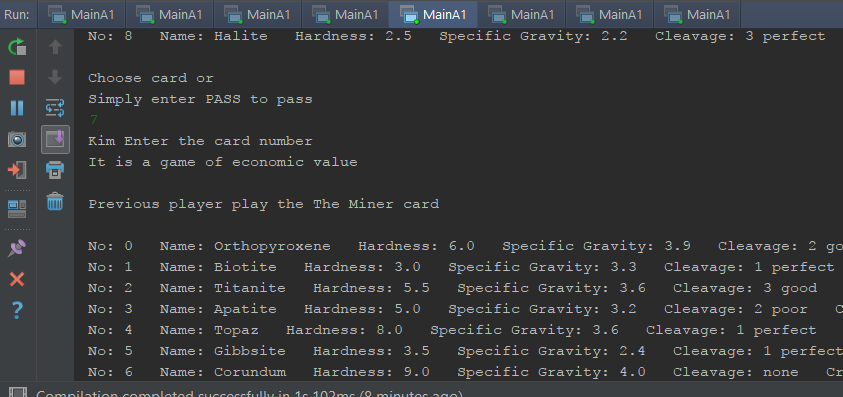
1. Player should draw the card which is higher than the previous card or it will give an error message
2. If player wants to pass just simply type pass



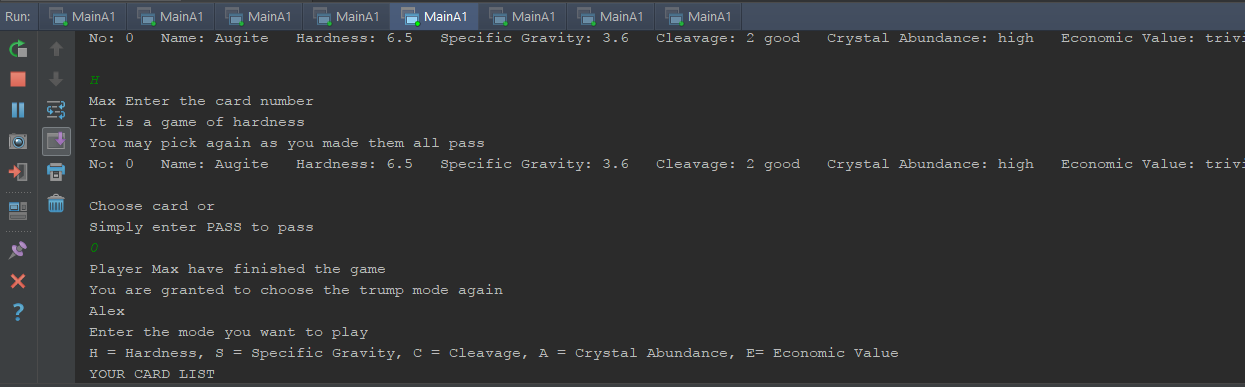
1. If all the players passed the last player who draw the card would be granted to choose a mode



1. If a player draw a super trump card, it will automatically change the mode according to the super trump card



1. If a player has finished all their cards, they will leave the game



1. The last player in the game will lose

