INST 326 – Object Oriented Programming for Python
Section 0201
Final Project Report
Team Cranberry
James Joseph, Chloe Root, John Spurrier, Christen Holmes

Overview

Our project is a modified version of the card game known as Gin rummy. The final version of the game is the last file in the repository called ginrummy.py. All of our original code from previous check-ins are also in the repository.

Instructions

In order to run the game, you must use the terminal in VS code and type the following command:

        python3 ginrummy.py

When selecting a card to remove, all that is necessary is to enter the number of the card. For example, if you want to remove Card #1, just type and enter 1.

How to use

The program will run and prompt the players to enter their names. After the players have both entered their names, the hand for the players whose turn it is will be displayed. The player's hand will display 7 cards plus the one just drawn and the player will have the option to choose which card to discard in order to build their sets/runs. Whichever player completes their sets/runs first and has no deadwood cards remaining will be the winner and the game will end. If this does not happen, the game will end when the deck runs out of cards.

Members Contributions

        Each member initially wanted to work on a class separately, but that proved very inefficient and problematic. We each spent a fair amount of time working on our respective classes and methods before check in #1. After this wasn't working out so well, we decided to meet up on zoom and complete it together. We all worked through each

class, function, and method together while taking turns leading for the class we initially wanted to do. The contributions are broken down as identified below by main lead:

- John Spurrier: Card class, Deck class, and all methods
- Chloe Root: Player class and all methods
          Main function
- Christen Holmes: Hand class and all methods
- James Joseph: Game class and all methods
           mk_cards function

Bibliography

python - ASCII-fication of playing cards. (2015, February 15). Code Review Stack

Exchange.

https://codereview.stackexchange.com/questions/82103/ascii-fication-of-playing-cards

This source was used to help in the image display of the player's cards in their hands.