Project 6: Semester Project – First Development Pass, Interim Report

Poker Game *by Jessica Ryan, Kate Pendavinji, Ria Thakkar, and Aanvi Guliani*

Status Summary

Work Done: Work breakdown was presented in an airtable in order for the whole team to be on the same page as to what is being accomplished and by who. I have attached an image below of what this looks like.

1	Login Page			In progress	jess ryan
2	Strategy Pattern	implemented interface an...		Done	Aanvi Guliani
3	CPU Player Logic	done with ranking hands f...		Done	Aanvi Guliani
4	Hand Sorting				Kate Pendavinji
5	User data Persistence			In progress	jess ryan
6	Hand Factory				
7	House Observer				Kate Pendavinji
8	Player Factory				
9	Card Structure			Done	Ria Thakkar
10	Deck Structure			Done	Ria Thakkar
11	Dealing Logic			Todo	Ria Thakkar
12					
13	Table			Todo	Ria Thakkar
14	Player interfaces			In progress	Ria Thakkar

Jessica Ryan: Pushed base project to team in order to begin work. Implemented a login page as well as a base level user-interface utilizing swift. Insertion of SQLite logic in order for future data integration into the application is tentative.

Kate Pendavinji: In the process of implementing the game's hand sorting as well as our house observer pattern-- not yet implemented. Also completed the write-up for the team.

Ria Thakkar: Implemented the card and deck structures as well as our dealing logic, table, and player interfaces. Implemented player strategy including CPU player implementation. Implemented hand factory pattern as well.

Aanvi Guliani: Implemented multi-level (high to low based off percent chance of winning) strategy patterns regarding CPU betting and playing. Also implemented the overall CPU player logic utilizing hand rankings.

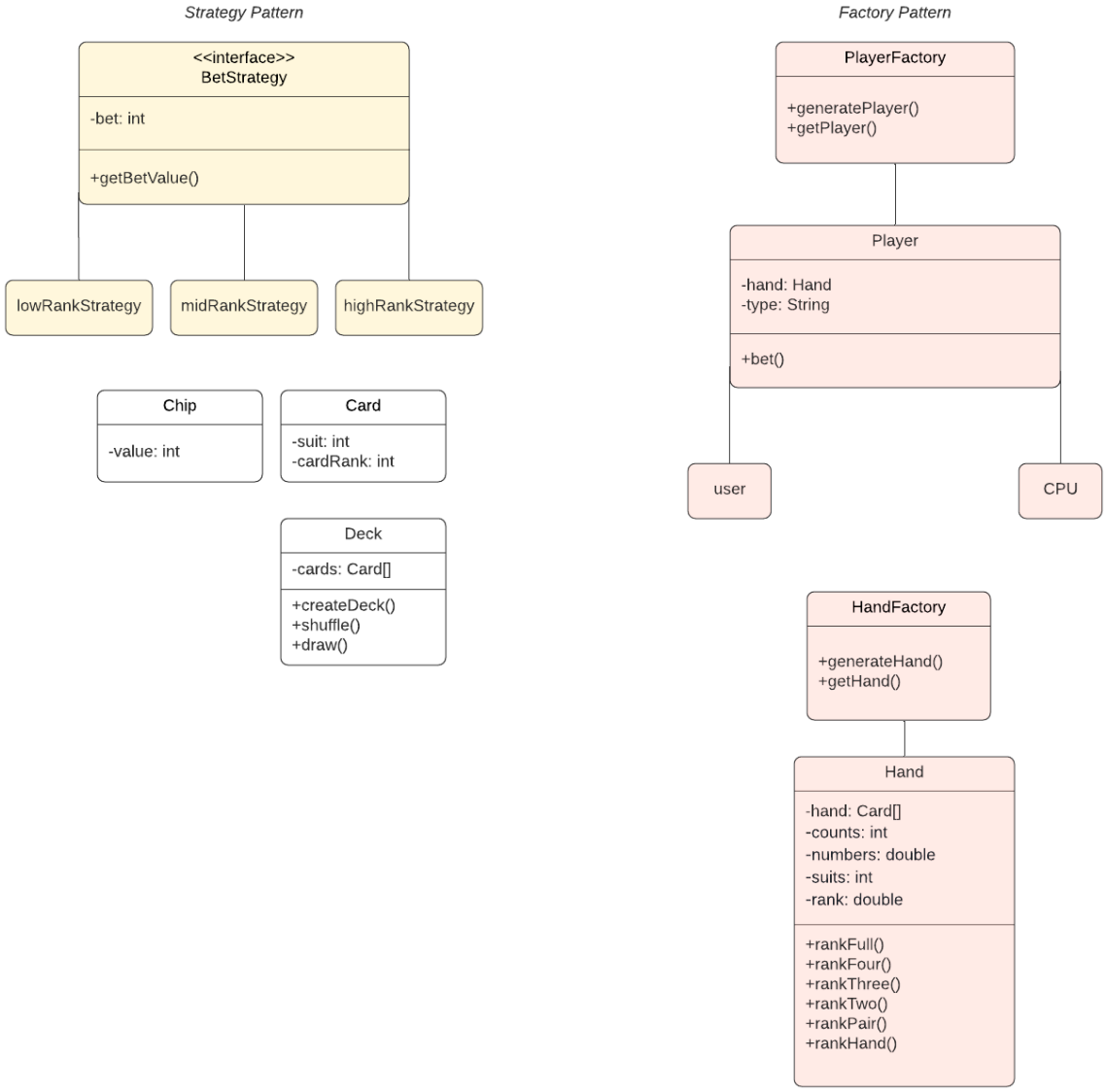
Changes or Issues Encountered: Overall approach to project has remained the same to the initial design. We haven't had much time to get nitpicky about the small details of our project functionality as we haven't laid out all crucial elements yet.
We ran into some challenges debugging using Xcode and swift. It is slightly difficult to see where we are when our build does not yet 100% work due to bugs. We were able to troubleshoot these bugs, and are prepared to deal with more in the future.

Patterns: Our strategy pattern is now implemented and it is used to rank the chances of winning hands in the poker game. This is crucial to player behavior and overall gameplay although it is not

functional for gameplay yet (with our UI). We have two classes under the factory pattern one being HandFactory and another being PlayerFactory. The Player class will also utilize the observer pattern alongside our House class (they will both be used in similar ways for in-game announcements and changes). We have yet to implement the singleton pattern, but it will be applied in our House class.

Class Diagram

Our Strategy Pattern is pictured in Yellow and our Factory Pattern is pictured in pink. The patterns/classes are not yet connected.



Plan for Next Iteration

The intention for work in order to complete this project is to finish implementing our observer and singleton patterns within our player class (partially implemented) as well as our house class (not yet implemented). We also need to sharpen our UI as it is very bare bones and not too user friendly right now. There will also be implementation of MySQLite in order to store data such as score, money, log in information, player information, etc. Overall we just need to tie all of our object oriented design elements together to produce a fully functional poker application.