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SYST17796

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Deliverable 1: Design Document Template

The game chosen that I will be completing for the deliverable will be Go Fish. Some of the tasks I would like to complete to reach the final version of the project will be to successfully have a full system with an opponent and generating random cards that tracks each card’s function and players score after they won.

The rules of Go fish are there will be one other opponent and each player will receive 7 random cards. Each card having four suits (hearts, diamonds, clubs and spades) with the value ranging from 1 to 9 plus three extra cards in each suit. Those are King, Queen and Jack.

The goal for the game is for the player to receive the most amount of the same suit at the very end once there are no more cards left. One player will ask the other for a certain card that themselves need for their deck, but if the opponent does not have that card, you will need to “Go Fish” meaning pick up an extra card from the deck. However, if they do have the card, you ask for they simply give it to you.

The current starting base code has four classes, Card, Game, GroupofCards and Player. Group of Cards is a child class of Card where essentially the deck of cards is generated randomly with the shuffle method and creating a variable “size” where I will be able to state the total amount of cards for the deck (52). Card is where I will be able to create the suits and values for the players which can be accessed in the group of cards class and game class. I will also add two more data fields for both suit and value based on what the player chooses. The game class will be the test class where under the play method, I will add the main method. This is the section for the base game to be executed creating a while loop, so the players turn go on forever until there are no more cards left in the deck. After each turn, printing out the users’ current cards and updating it will be needed as to alert the player on what card to request for next. I will also display the number of cards left in the deck from a variable such as “deck—". Asking the opponent for a certain card in their hand will need to compare the requested card to their deck through an if statement. If they do have the requested card, it will add that card to their deck and subtract it from the opponent’s deck. Else, they will need to add a random card from the shuffled deck. The player class will be where the user gets the opportunity to input their name.

Some high-level requirements will be the user inputting their name, a points system, updating who’s turn it is and how many cards are left in the deck. When it is the users turn, they will be displayed with the current cards they have in their deck.

The git repository will be used to separate the updated code and each deliverable to organize progress on the project.

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