

Yahtzee Timeline

#	Version	Notes:
1	cis17A_project2_battleship_v6	Converted my, danielle, cis17A_project2_battleship_v5 to Yahtzee
2	cis17A_project2_battleshipYahtzee_v7	Condensing and simplifying Score & Player classes.
3	cis17A_project2_yahtzee_v8	Removed Score class and using Player class instead
4	yahtzee_v1_user	Read, validate & print user name, email & password in main().
5	yahtzee_v2_userFunc	Put user signUp code into a function & call from main().
6	yahtzee_v3_user_writeRead1BinaryRec	Write user info & appends to text and binary file. Reads first three strings in from binary file.
7	yahtzee_v4_user_read1stBinaryRec	Reads in third record in from binary file by accumulating the size of each string. Stops at the beginning of record 3.
8	yahtzee_v5_userClass_read3rdBinaryRec	Created User class and put all the code from v4 in it.
9	yahtzee_v6_userClass_readRandBinaryRec	Added hiScore & getHiScore() to User class. Write to both files. Read binary & saves to instance of User class.
10	yahtzee_v7_userClass_whileLoop	while loop to add 1-4 user's. Put writing and reading to files in their own functions.
11	yahtzee_v0_adminClass_broken	Is based off userClass_v7.
12	yahtzee_v8_userClass_DotHCppFiles	Put v7 User class in a User.h and User.cpp instead of being in main().
13	yahtzee_v9_userClass	Clean up this version for group meeting. Added createProfile()
14	yahtzee_v10_userClass	Created a menu with isUsrlogin() and signUp() up options.
15	yahtzee_v10_adminClass	Is a copy of yahtzee_v7_userClass_whileLoop.
16	yahtzee_v11_adminClass	Changed class heirarchy: User inherits Admin. Added Admin class & moved all of User class to it.
17	yahtzee_v12_adminClass_staticMmbr	static int ttlRecs & wrote ttlRec to text file to make it hold its value between runs. adminPortal()
18	yahtzee_v13_adminClass	Added reWrtBin(), but it does NOT rewrite..
19	yahtzee_v13_makeParentUserClass_scratched	Changed class heirarchy: Admin inherits User.
20	yahtzee_v14_adminClass	Changed class heirarchy: User inherits Admin. Added Player class from my cis17A_project2_yahtzee_v8. .
21	yahtzee_v15_UserBaseAdminDerived	Changed class heirarchy: Admin inherits User. Is a copy of survey_v1
22	yahtzee_v16_reWrtTextFile	Rewrites 1 record in User text file after it rewrites binary. Fixed bug in readInput() & findByIndx()
23	yahtzee_v17_boolFindByEmail	Changed findByEmail(), adminPortal() case 4. getAllUsrs() dynamic array only works inside function.
24	yahtzee_v18_admin_aggregateUser	Admin aggregate User instead of inheriting it.
25	yahtzee_v19_addYahtzeeClass	Added Ismael's Yahtzee_v4.4 classes to main().
26	yahtzee_v20_yahtzee	Moved reWrtBin() & reWrtTxt() to User.cpp and passed beginFile to them. Altered play() in Yahtzee, so it accepts a double pointer, pointer and number of players. Play() also returns if player 1 is the winner or not. * In main() I made User rewrite their hiScore directly instead of having admin do it.
27	yahtzee_v21_dbIPlayrPtr_in_Yahtzee	Changed numRec from a static int to a regular int
28	ish_Yahtzee_Game_V4.3	Copy of Ismael's code
29	ish_df_yahtzee_Game_V4.4	Reorganized the flow of play() by creating: prntRound() & rules(). Created 2nd instance of ScoreCard to hold the player's actual scores.
30	ish_df_yahtzee_v4.5	DRY on play()
31	ish_df_yahtzee_v4.6	Added isSelected[13]. Changed to bool play()
32	yahtzee_v22_updateYahtzeeWithIsmaels	Added Ismael's updated classes from ismael_yahtzee_v4.6
33	yahtzee_v23.1_addPlayrArray	Aggregated 2 instances of ScoreCard and User **player in Yahtzee's private members.
34	yahtzee_v23.2_addPlayrArray	Added isP1Winner(), printDice(), finalSC() so i could clean up play().
35	yahtzee_v24_startGameFunc	Cleaned up play() by creating startGame() to handle the number of rounds loop & play() handles each player's turn individually.
36	yahtzee_v25_fullHouse	Fixed BUG in full_house conditional by adding extra conditionals in it.
37	yahtzee_v26_moveDice2ScoreCard	Moved the creation of Dice dice[] and int diceArr[] from Yahtzee to ScorCard & their code to setDice() & pushThisDice(). Added selectDice() & selectCategory(), bool isNewHiScore() in Yahzee to clean up the play().
38	yahtzee_v27_adminDoublePtrArray	getAllUsr() returns a double pointer array with all the user's read from binary file.
39	yahtzee_v28.1_doublePtrAdminConstructor	Added Admin double ptr in private member & allocated memory for it in default constructor.
40	yahtzee_v28.2_changeFindByFuncs	findByEmail() compares string with usrArr[indx] instead of reading binary file