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Team Evaluations - ENG 006 Final Project

For our final project, we decided to create our own version of the card game Blackjack.
Youtube Link:https://youtu.be/JVQTMlUMt-I

Teammates:
Leo Mcgrath was in charge of creating the objects and the baseline code for the project. The card.m, deck.m, and player.m files were all coded by him. After he finished these tasks, he helped fine-tune the rest of the project and assisted when needed, like helping troubleshoot and check for bugs. He also helped in creating the AI that the player plays against in the game.

Jordon Won was in charge of the menu and game GUIs. The basic 'skeleton' of the game was his job. He implemented the code that Leo wrote into a basic form of the final project. Jordon was also in charge of creating the different game modes that the player can choose from. He also helped create the AI that the player plays against in the game.

I was in charge of fleshing out the rest of the game. On top of playtesting and checking for bugs and errors, I was also working out the details. I found and implemented the background visual for the game GUI. I also found and mapped the image of each and every card onto each card's numeric value. The sounds of card flipping, winning, and losing were also implemented carefully into the final version of the project. Also, I was responsible for adding pop-up dialog windows to show the rules, errors, and a win/loss.

In all, I believe each member of the team contributed about equally to the final project as a whole. Each member was able to pull their own weight, but also provide assistance to others when necessary.