

Documentation for video poker project

FYI:

Project files are zipped in VideoPokerFinalProjectFiles.zip
A build of the program is zipped in VideoPokerMVPBuild.zip

Notes to self:

sort: create the 52 cards every round
deckList
use C# list
assign each one a sortingID (random 1-100)
put 52 card objects in a list
sortby(sortingID)
deal the first card as needed
list for the hand
if(click on card)
 delete card
 draw top card to that position in handList

note: sprint just refers to the basic minimum viable product goal to keep me on track and figure things out

sprint 0

get background
backup

sprint 1

get a global variable for money to increment and save through rounds
setup general code
backup

sprint 1.5

clicking down anywhere increases money by +5

sprint 2

~~make card gameobject in code~~

card now will change what card sprite it is when clicked
backup

have array of sprites, organized alphabetically of cards CDHS
clubs diamonds hearts spades

instantiate 52 cards

~~don't mind the frog button.~~

sprint 3

attempt to place a card object with sprites into the scene
backup

sprite 3

set card object to initialize with a random sprite
pick a random number in a separate method
backup

sprite 4

attempt to make card object a prefab
backup

only the last card duplicate is refreshed

sprite 5

bunch of cards spawn, pressing the submit hand button refreshes the
whole hand

sprint 6

make the hit button
reverse held cards

sprint 6

calculate payout

sprint 7

get more text to display on screen as necessary
held now displays after changing a card, refreshes on submitting hand

instances of the held text instantiate but do not appear.

sprint 8

display type of hand upon submitting

fix payouts for 11 regex issue

sprint 9

figure out / rework hitting

backup

can now hit, but other cards are deleted

sprint 10

complete hit functionality

backup

hit MVP

sprint 11

debug

issue with scoring after hit

backup

build

MVP notes:

Hit functionality works but it doesn't indicate which cards have been hit.

Things that could be improved:

- Betting: changing the amount the player can bet and the winning or losses. Being able to lose money and fail state for running to 0. Currently the player simply gets free "money", which is definitely not how video poker is supposed to work.
- code organization: had some issues with accessing other classes. I think it is an issue of trying to access an instance that isn't already an instance on the scene.

- clean up the scoring logic. I figured out the scoring logic on my own, but it isn't the fastest or cleanest. Given more time I would want to clean that up.
- Clean code
- speed: given more time I'd want to incorporate Dictionaries instead of lists to increase performance/speed. Though I suppose for a card game, breakneck speed isn't always necessary.
- Aesthetic:
 - replace the programmer art frog and toad buttons
 - make a visual indicator for held cards before the hand is hit.