White Lily Casino Progress Log

Mohamed Amadou

Monday, January 4

* Created **Card** and **Deck** classes
* Created Main menu graphics

Tuesday, January 5

* Implemented **Audio**
* Implemented **MigLayout**

Wednesday, January 6

* Fixed **Audio** Stop and Loop
* Fixed padding and inset on Main Menu panel
* Began **Start** menu
* Created Blackjack and Three-card Monte buttons

Thursday, January 7

* Optimized code
* Added **Blackjack** and **Three-card Monte** buttons
* Continued working on **Start** menu

Friday, January 8

* Implemented **showStep** method and ‘Back’ button
* Finished Over or Under button
* You can now press the **Music** button to toggle sound on the main menu

Monday, January 11

* Implemented **login** and **create user** system using file I/O
* Modified **setter methods** to interact with file I/O to modify the values in users.txt
* Implemented a **static loadUsers method** to read parse info in the text file users.txt in order to save progress on game restart
* Implemented **Hashtables** to more effectively read in usernames and passwords
* Organized the **User** class

Tuesday, January 12

* Wrote soundtrack for Blackjack
* Designed Blackjack UI and slots and over or under buttons

Wednesday, January 13

* Hit and stay buttons now work
* Put a limit on how many times you can hit (and made sure that you have to hit at least once before you can stay)
* Rules and exit buttons now work (Lose $50 when you exit )

Thursday, January 14

* Losing and winning money in Blackjack now affects your account balance, losings, and winnings fields
* You can no longer bet more money than you have

Friday, January 15

* Aces are now (actually) worth 1 or 11
* Face cards(Jack, Queen, and King) are now worth 10 each
* The Dealer now wins ties

Monday, January 18

* Tested Frank’s Connect 4 and Shyam’s Pokemon Simulator
* Fixed a bug where you could achieve a negative account balance
* You no longer lose $50 when you exit blackjack
* You can no longer click yes when asked to play again with no money
* You are now shown your account balance when you log in and whenever you try to bet
* You can no longer win by simply having drawn 5 cards (You still win if you draw 5 cards without busting)

Tuesday, January 19

* Tested Sam’s song database
* You can no longer hit after you’ve busted
* Converted all money handling numbers to the type **long** due to limitations of the MAX\_SIZE of integers (MAX\_SIZE for integers is 2.147 billion while MAX\_SIZE for longs is 9.223 quintillion)
* Added the method displayNumber(long n) to shorten the display of number values (i.e. 100,000 becomes 100K and 100,000,000 becomes 100M)
* Passwords are now case-sensitive

Wednesday, January 20

* Blackjack will now show the pot (The amount of money you can earn from a bet) right before the game starts
* You can no longer go to the games menu without logging in
* You can no longer open a white lily casino game with no money left in bank account
* The max bet has been changed from 1 billion to 1 trillion
* Rules have been updated
* You can no longer use the exit button mid-game
* You can now bet using the number shortcuts used in displayNumber(long n) (i.e. In the bet field you can now type in 1.4m rather than 1400000 or 15k instead of 15000)
* You now get a welcome message when you enter Blackjack
* All message, confirmation, and input pop-ups now sport the WLC logo

Thursday, January 21

* You can now take out loans! (and pay back debt)
* The option to choose between infinite and regular decks has been removed due to extreme unlikelihood of victory
* You can now click credits to show credits
* You can now click on various buttons to show winnings, losings, account balance, loans taken out, and debt