Gita Multani, Maya Rankupalli, and Mona Roshan

Robinette

AP Computer Science, Period 7

May 5th, 2017

Final Project Proposal

1. **What We Plan to Create:**

Our project is to create the “Go Fish” card game in Java. In Go Fish, each player is dealt five cards. The user will be prompted with some question along the lines of “Which card would you like to ask for” and based on the response of the computer, the user will either be given that card or told to “Go Fish.” Once a player receives four of a kind, these cards will be set aside until the game is completed. The most difficult aspect of the project will be dealing the cards at the beginning and using the *random* function to distribute cards when a player has to “Go Fish.” In addition, we will have to create a bank of all the cards contained within a normal deck. We will submit a rough draft of our code by May 26th and the cleaned up / commented version by June 9th. The tutorial, executive summary, bibliography, and team attendance and contributions write-ups will be completed bi weekly.

1. **Anticipated Resources:**

To accomplish our project, we will need a computer and Notepad ++. We will ask Mr. Robinette for help and guidance if we get stuck. We also need a deck of cards to refresh our memory on how to play Go Fish. We will use java tutorial pages for any methods we need to learn about.

1. **Contributions of Group Members:**

Maya: Code, tutorial, executive summary.

Gita: Code, tutorial, executive summary.

Mona:Code**,** tutorial**,** bibliography, team attendance and contribution record sheet.