Project Plan
Overview:

Step 1: Command Line Mahjong Game (Week 7 - 10)

- Develop a Mahjong game playable in the command line interface.
- Implement all essential game functionalities, including tile management, player actions (drawing, discarding), and basic rule enforcement (win conditions, scoring).
- Ensure the game is fully functional and playable solely through command line inputs.
- Conduct thorough testing to identify and resolve any bugs or issues.

Step 2: UI Interface Development (Week 11 - 12)

- Design and develop a graphical user interface (GUI) for the Mahjong game.
- Create intuitive UI elements for player interaction, including menus, game board, and player controls.
- Integrate visual and audio enhancements to improve user experience.
- Implement functionality to seamlessly transition between game states and handle user inputs.
- Conduct extensive testing to ensure the GUI version of the game is stable and user-friendly.

Detailed

Week 7 - 8: Foundation Establishment

- Define fundamental game rules with precision, ensuring clarity and consistency.
- Finalize project documentation, including UML diagrams and member contribution delineation.
- Implement Mahjong tile classes and logic, including deck management, shuffling, and dealing functionalities.
- Enable core player interactions such as drawing and discarding tiles to establish basic gameplay mechanics.

Week 9-10: Rule Logic Development

- Engineer the intricate game rule logic, encompassing win conditions like "hu" (winning hand) and overarching victory criteria.
- Design the overall logic of how the game works.
- First Test.

Week 11-12: UI Design and Enhancement

- Design UI elements to enhance user experience, including main menu, game interface, and settings.
- Optimize game logic for seamless gameplay experience.

Week 13-14: User Testing and Iteration

- **Second Test**. Conduct user testing sessions to gather feedback for iterative improvements.

Week 15: Final Testing and Release Preparation

- Prepare release version, including documentation and resource compilation.
- Finalize project submission.