Cribbage Project Review

By Team Cortado:
Son Chau
Desmond Dumonchelle
Nancy Lin
Teigan O'Carroll
Chuhan Shen

Introduction

This is a review for Team Latte's CPSC 101's Cribbage project by Team Cortado. We played their game and looked through their code looking for elements we liked and how it can be improved.

Overall Feedback

We liked the game display, it represent the Cribbage play layout well. The game is hard to break – it survived our various attempts at breaking it. We suggest making the game more object-orientated, such as leveraging inheritance, and creating more classes that does fewer tasks.

What We Liked

- Exception handling is well done, makes the program run faster and very hard to break (we couldn't break it)
- Display of the cards were nicely done, the display of crib while the hand is being counted is a nice touch
- Code is easy to read
- GameState is a good idea; good solution to make a directory like class for different classes to access the pointers, instead of passing pointers around.

What We Suggest

- To make the program easier to update down the road:
  - Keep all Display elements together, instead of splitting up between Player and Display.
  - Can have a super class for Player and Computer. These two classes have many of the same behaviours and attributes.
- Comment out unused variables and methods (very few)
- Make the game play instruction more clear. Took us a few tries to figure out how to play


```
Dealer: Player
Player: 0
Computer: 0
        [] [] [] [] [] []
[]  0
        6D 8H 8S 9D KS KD
Pick a card, or enter Quit to quit: 6d
Invalid Input: Not a number!
Pick a card, or enter Quit to quit: 0
Invalid Input: Number too low!
Pick a card, or enter Quit to quit: 1
Pick a card, or enter Quit to quit:
```