Status Summary
Include these sections in your status update PDF labeled "Project 6 Update.pdf":
• Please include the names of all team members and the title of the project in the PDF!
Ethan Schultz ,Natalie Tobaison, Niketh Gorla
Cooler Math Games

• Work Done: Written description of the work done in the first week of your project and (in the case of multi-person teams) the breakdown of work across team members.

Ethan has implemented a basic working version of blackjack. I built a UI that includes every feature needed except other players, the card count and splitting cards. I also implemented a basic portion of the back end including several classes and functions that enable basic play.

Natalie has begun to create Super Ralphie's World (like super mario...but Ralphie…). The graphics have been drawn using pixel art and the class diagram is completed. Natalie is still in the process of learning how to implement graphic and user input to make the game work. So certain functions have been implemented to start that process. Game logic has been thought out in and written in pseudo code since I am still not sure how to actually change certain variables yet.
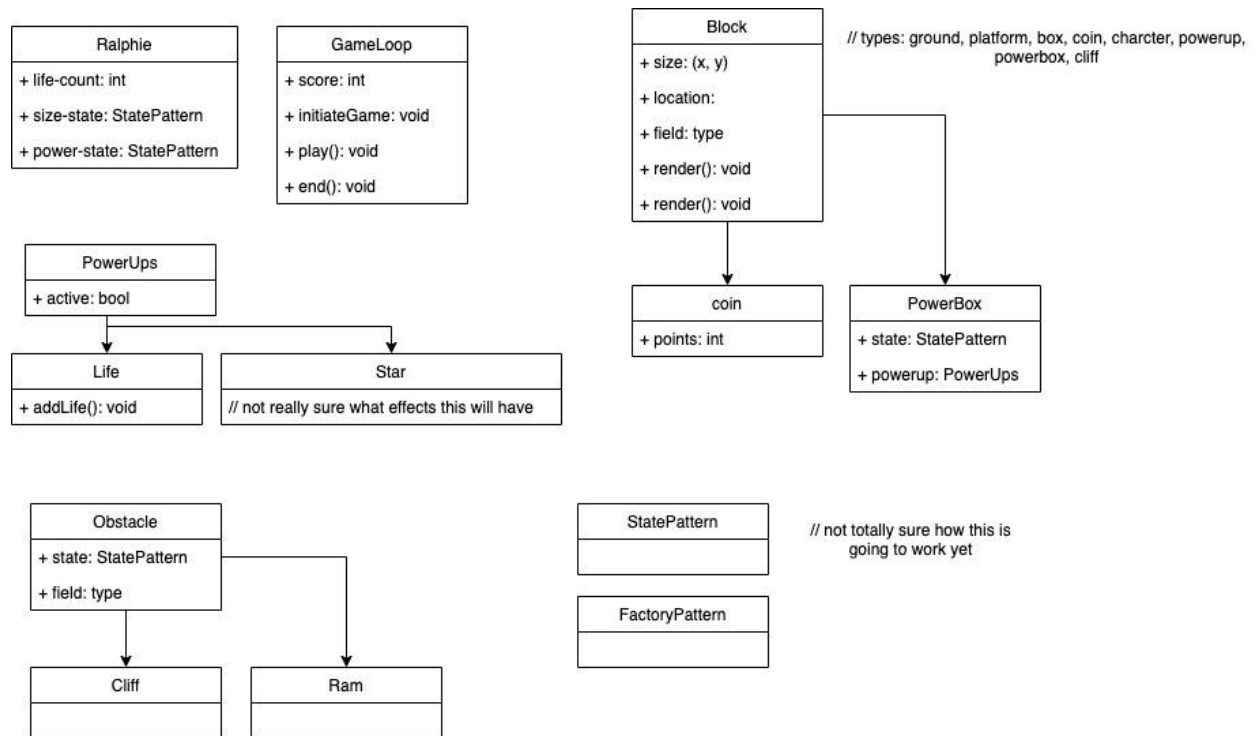
• Changes or Issues Encountered: Has anything changed so far in your approach to the project from the initial design in Project 5?

Ethan Schultz ended up eliminating the functions on each individual card and pushed those into the deck class. Most of the big picture code has not been implemented yet.

• Patterns: Now that you have more of your system implemented, please describe the use of design patterns so far in your prototype and how they are helping you or your design.

Natalie plans on using a state pattern to determine the state of certain obstacles and pathways (UI aspects in general), and potentially the level the user is on. Might use the composite pattern to render graphic objects. Will use the factory pattern to create and destroy objects efficiently.

Class Diagram

Ralphie
+ life-count: int
+ size-state: StatePattern
+ power-state: StatePattern

GameLoop
+ score: int
+ initiateGame: void
+ play(): void
+ end(): void

Block
+ size: (x, y)
+ location:
+ field: type
+ render(): void
+ render(): void

// types: ground, platform, box, coin, charcter, powerup, powerbox, cliff

PowerUps
+ active: bool

Life
+ addLife(): void

Star
// not really sure what effects this will have

coin
+ points: int

PowerBox
+ state: StatePattern
+ powerup: PowerUps

Obstacle
+ state: StatePattern
+ field: type

StatePattern

FactoryPattern

// not totally sure how this is going to work yet

Cliff

Ram

Plan for Next Iteration

Ethan Schultz's plan for the next iteration of the project is to add money players and the card counting functionality. This will mean adding new classes for the players. The card counting functionality will mean a small change to the UI and adding money will change how the player wins the game.

Natalie's plan is to finish the initial graphics soon and then be able to get started on the game logic. I am still trying to figure out if I am going to need to use any graphics frameworks and I plan on using a keypad/gamepad api.