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 shows 2 players: the user and the dealer. I also implemented a basic portion of the logic 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?
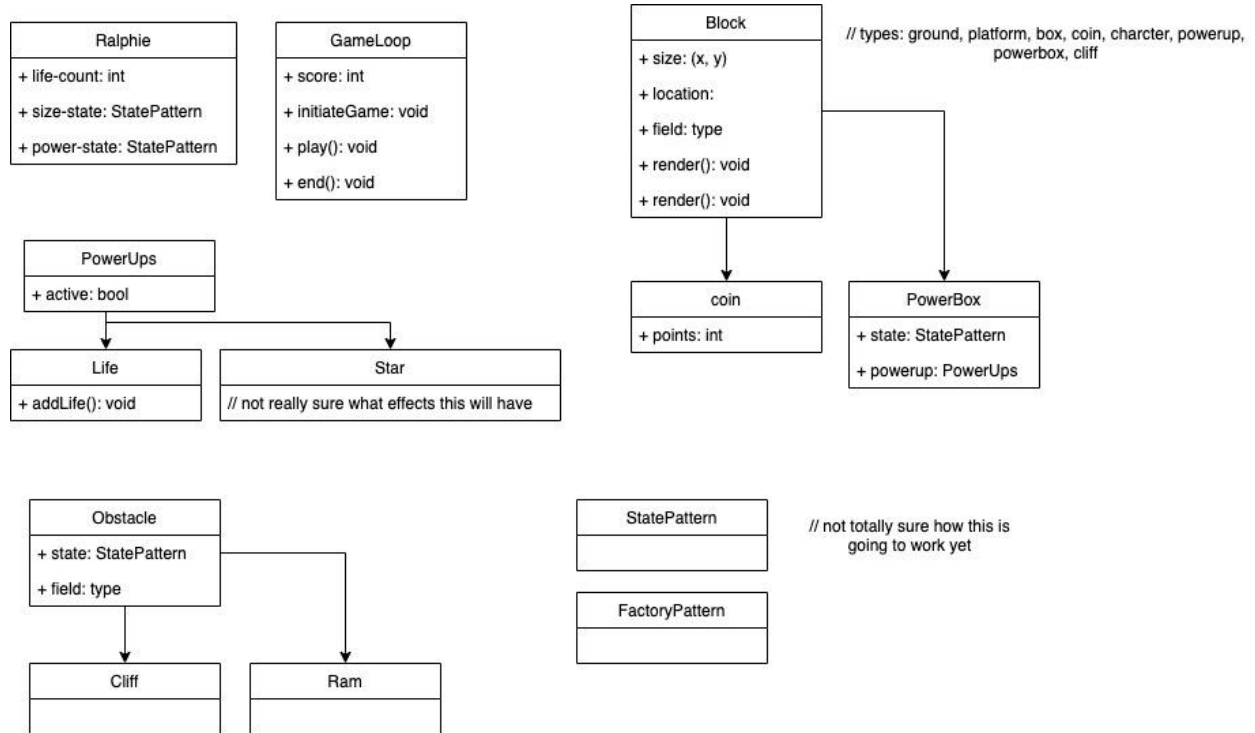
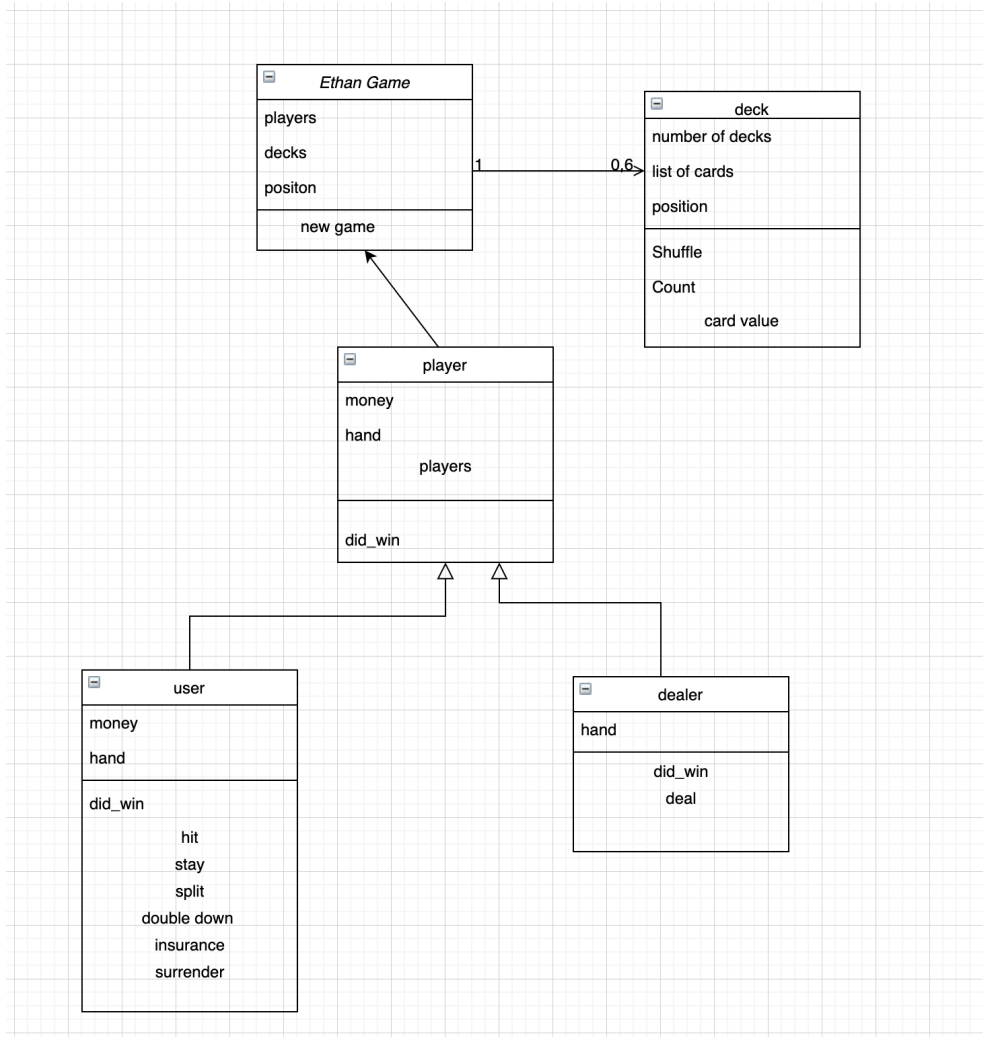Ethan Schultz plans on eliminating the functions on each individual card by adding those into the deck class.

• 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.

Ethan plans on using a facade for the cards and command for placing bets.

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

Cliff

Ram

StatePattern

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

FactoryPattern

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.