Replicate Antikythera Group

Applied Programming Concepts

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Comments:

**For g++ Compilation:**

Bugs:

* When logging in as “Nuno Bazarian”, menu presents then immediately closes without being prompted for an option.
* Balance lowered to $1000 after losing Blackjack with a bet of $500. When moving straight to Keno, account balance is shown as $1500.
* Inputting more than the selected numbers (test was 4 spots chosen for Keno, but 6 numbers chosen) results in the Keno game repeating several times without prompt from user.
* Putting in a 32-digit value causes the Keno program to enter an infinite loop telling the player that the number is out of range.
* Having $0 while playing Poker completely soft locks the player. They are unable to leave the game and unable to play.

UI/Functionality:

* Slots exits the whole program instead of returning to the main casino.
* Drawing the cards with symbols is beneficial to the user and makes it easier to keep track of what has been played for the games that utilize cards

Recommendations:

* Please update tutorial to reflect “main.cpp” for the compilation instead of “main.o”
* It would be nice to have a way to get more money if you completely bust
* Prompt users to choose an option when menu is presented
* Reevaluate the math functions used to determine user balance
* Adjust the Keno game to quit repetitiveness without user prompt.
* If user balance = 0, prompt Poker game to exit/kick the user.

**For Windows Executable:**

Being straightforward this outlines the errors found. Due to this being distributed as an executable it is difficult to narrow down where each game can go wrong as there is no way to “look under the hood”. Below are the findings:

* Blackjack runs successfully
* Keno and Poker just returns the user back to the original menu
* Roulette also runs successfully
* Slots runs correctly until the user chooses to exit which then exits the whole program the player statistic option within the slots submenu does not display the correct statistics about the player in terms of games won and lost. It does display the correct balance.
* Craps and Bingo both do not run and return the user back to the original start menu

**Conclusion:**

Some of these are still within the works. Unsure of why some of them fail due to the fact the actual code is abstracted from the user however the games that do work are very interesting. Some comments I would say is that slots seems to be running the same pattern for each game. My suggestion is to change this to become a little more random. This can be done using the rand() function accompanied by using a srand() function to get a completely random set of values.