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CS172-2

Matthew Bell

Individual Summary

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Group Partners: Jacob Martin, Sarah Wescott

***Individual Summary***

Me and my classmates are working on a simulator for the card game “Exploding Kittens”. All the way from the start of the project to it’s implementation there where challenges that came up. In order to finish the project we divided the task between us. In our simulator there are two classes with the name of “card” and “player” Sarah started by working on the card class since it was short and not that complicated. Jacob and myself started to work on the Player class, this was the one with the most work, since it has almost all the functions being used in the simulator.

I was designated to work on the showHand, skip and pair function of the game.

Of the 3 functions assigned to me, showHand and pair where the most difficult ones to work on, challenges came up as I wrote my code. The functions are self explanatory. The showHand function is supposed to show the player, his/her current hand. The way I went about designing and implementing this function was to create a void function of the class Player. In this function I implemented a for loop that would update the information in the had array. Each time a new card was drawn from the pile or discarded, this for loop will update the hand array, and when it is called it will display the cards of the current player. As a guide I used the card simulator that we got from Pete’s Github.

The skip function, when called will skip the next player, giving the turn to the next player. This function was not too hard to work on. This function is a type void function of the class Payer. This function holds a boolean “skip” set as true. For the function implementation I combined my function definition with Jacob’s “EndTurn” function, because of their similarity. The way skip works is that, if the boolean is true, then the turn variable, which controls the turn for player,s, is equal 0, resulting in the next player’s had ending.

Pair function, it’s purpose is for the current player to take a random card from a selected player. They way that pair works is that if a player has two of the same neutral cards, then the player discards that pair and selects another player to take a card from. The implementation of this function was bit hard as well. The skip function is of type card, belonging to the player class. Here the current player is prompted to choose a player from a list. When the current player chooses a target, then a random card is added to his hand, the same card is subtracted from the target’s hand.

The main struggle for me in this project, is that I am using an IDE different from visual studio, this presented a problem, because some methods that would work in Visual Studio would not work in CodeBlocks, and vice-versa, because of this I felt like I wasn’t contributing enough to the group. Out of the 3 members of the group I was the one who contributed the less, I worked on the functions described above, and in some housekeeping stuff, like cleaning code. For the most Part Jacob took the leading role, which I am grateful for. Sarah also worked very hard on her side as well.