# Final Status Report: Ascension

# Jack Petry, Gabe Glenn, Kenny Faulkner

# 10th Week Features:

This past week we wanted to continue adding a little bit of card functionality as well as cleaning up some of the last details from a UI standpoint. We added a new startup page that allows for a more effective selection of language, max rune count, and players. We also modified the background to allow the text on the remaining background display parts to be internationalized (before the background said deck on the deck, now it says nothing and we print a string over it so we can now change it to each different language). We also implemented some new card functionality (optional discard, hero to the top of the deck, etc.) along with their appropriate test cases, and some test cases of previously uncovered code. We also wanted to go through and clean up the appearance of a lot of the cards. We made it so cards had the appropriate color for their type and also added in the different images for every single card, which gave the

# Final Metrics

# Code Coverage

# Code per Individual

Jack Petry-300000 lines

Gabe Glean- 0.23 lines

Kenny – 100/0 lines

# Overall Features

At the start of this project, we spent some time detailing how to abstract the different components of the game. We then started working on the inherent center piece of the game, the deck. We then set up the cards with just a few actions, the turn to support those actions and the game class. This allowed us to have a complete “game” that only had the simplest of cards. The remaining task was to continue adding card functionality and fleshing out the internationalization. We now have about 80 different cards which support the complete original game as well as parts of both expansions. The game can be played with anywhere from 2 to 4 players with any total of honor that they choose and in English, Spanish, or Korean. Additional languages could be added very easily.

# Video Link

# Class Diagram

