# **Contribution**

# **PDC Project 2 – UNO CARD GAME GUI**

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| Team Member | Contribution | Signature |
| Taylor  Pringle | I was responsible for creating, linking and populating the embedded database that holds our deck of card objects, player records and game log. This included creating the DBManager class and updating the GenerateDeck class and GameLog class to work with the database. I also created the Toast class and implemented the logic to conditionally display the toasts across the game. I assisted Prayag with some of the logic in the GUI components and linking the existing logic with the newly created GUI components. Once Prayag built the GUI components, we reviewed and updated the GUI to include colour, theming across all screens, additional imagery and fix positioning. Prayag and I completed final testing of all parts of the game. |  |
| Daniel  Kathiresan | I attended team meetings and helped with some GUI choices and planning as well as helping choose theming for the GUI. |  |
| Prayag  Shethia | I was responsible for building the entire GUI with components and the different frames. The GUI Frame classes and the components were created, set-up, and linked. I implemented the setIcon classes, the UnoGUI, PlayScreen, Menu, WildColour, etc. These GUI classes were designed by me and the logic and code was done by Taylor and myself. Taylor and I were responsible for linking the entire logic of the game in the actual playing screen and the previous classes with the GUI and the running of the game alongside the DB. Test cases were built by me and added to the file. Alongside Taylor, I was also partly working on enhancing the GUI visuals like font, colours, appearances, pop ups styles, etc. as well as managing the bugs and errors. I coded the javadocs, commenting, as well as final testing of the game. |  |