***My name is Ray Waidmann and I’m currently a Junior at the University of Missouri - Columbia. I’m majoring in Mechanical Engineering and minoring in Computer Science. Though not a required class to complete my minor, I decided to take OOP having previously been exposed to Java in FIRST Robotics as well the class having been recommended by many of my peers. I plan to attend graduate school beginning in Fall 2022 outside of Missouri, where I intend to study an interdisciplinary field that allows me to use both engineering and computer science!***

***I decided to create Rummy!!! as my final project as I have spent countless hours playing it with my mom. As a kid, and even today, it is a timeless game we play while cooking dinner, in our spare time, or late night before bed. Though the rules we play by are a bit different than the more traditional game “Gin Rummy”, I still find this game enjoyable as it is easy to learn and can be played numerous times over a short duration.***

***The game is intended to be played on 2 touch screen monitors: one monitor for each player. The monitors should be oriented “battleship style” such that each player is unable to view their opponents screen, and thus the cards in their opponents’ hand. For grading purposes this setup is probably not easily accessible, but the concept, flow, and execution of the game remains the same.***

***I hope you enjoy playing Rummy!!! as much as I have had coding it and playing it throughout my years!***

***Feel free to connect with me at the following locations:***

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