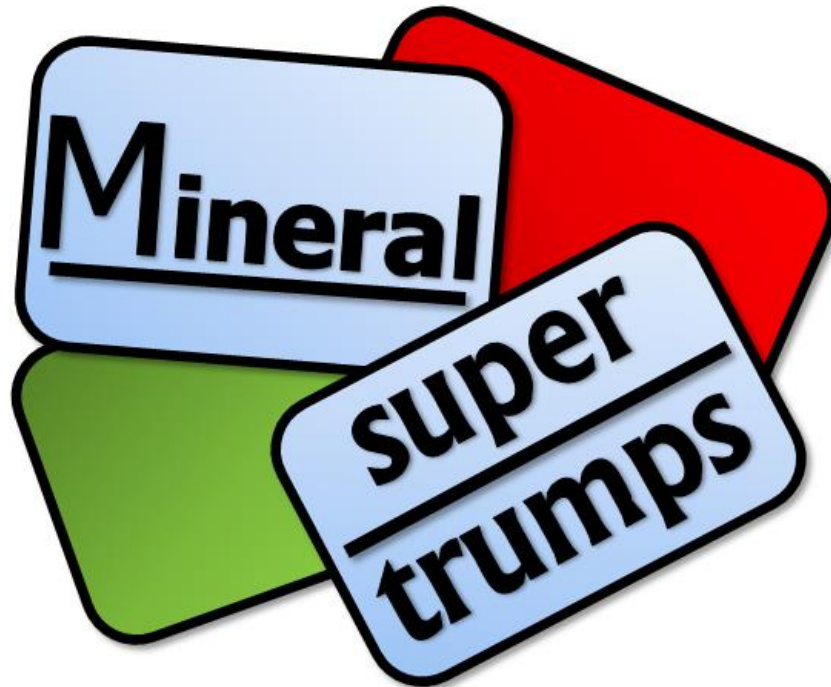


James Cook University

Programming II

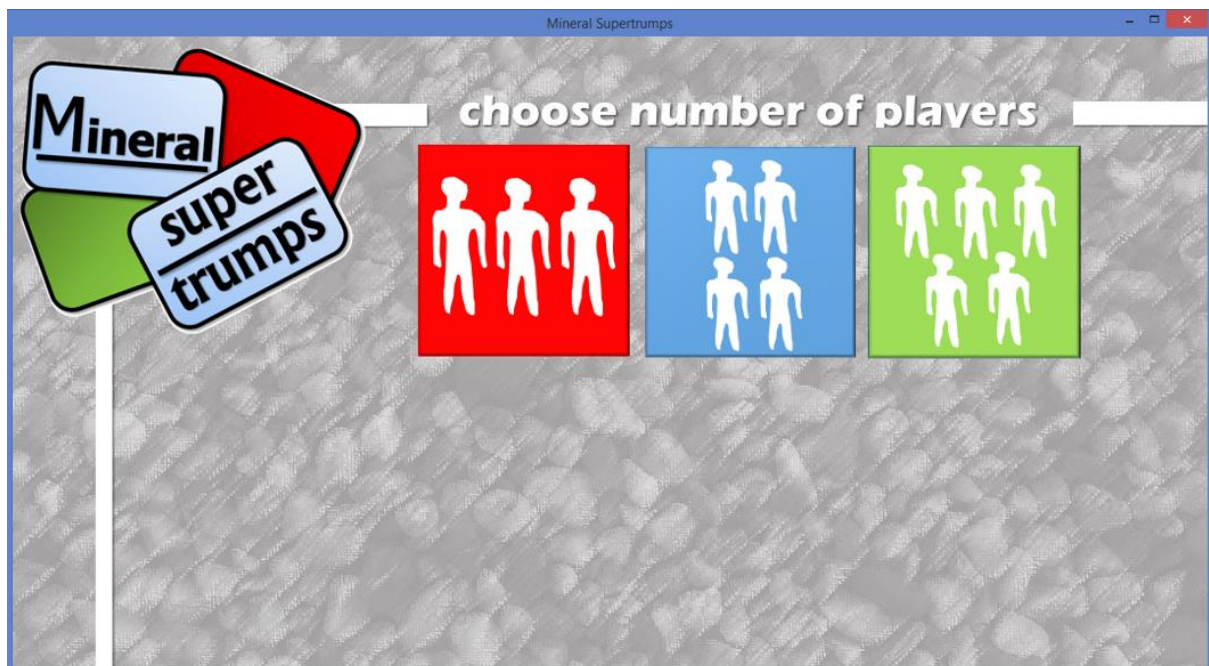


| | |
|-------------------------|--------------------|
| Name | Robert Warnes |
| Students Number | 12373977 |
| Lecturer | Dmitry Konovalov |
| Assignment Title | Assignment 2 |
| Due Date | Week 14 Monday 9am |

DESIGN



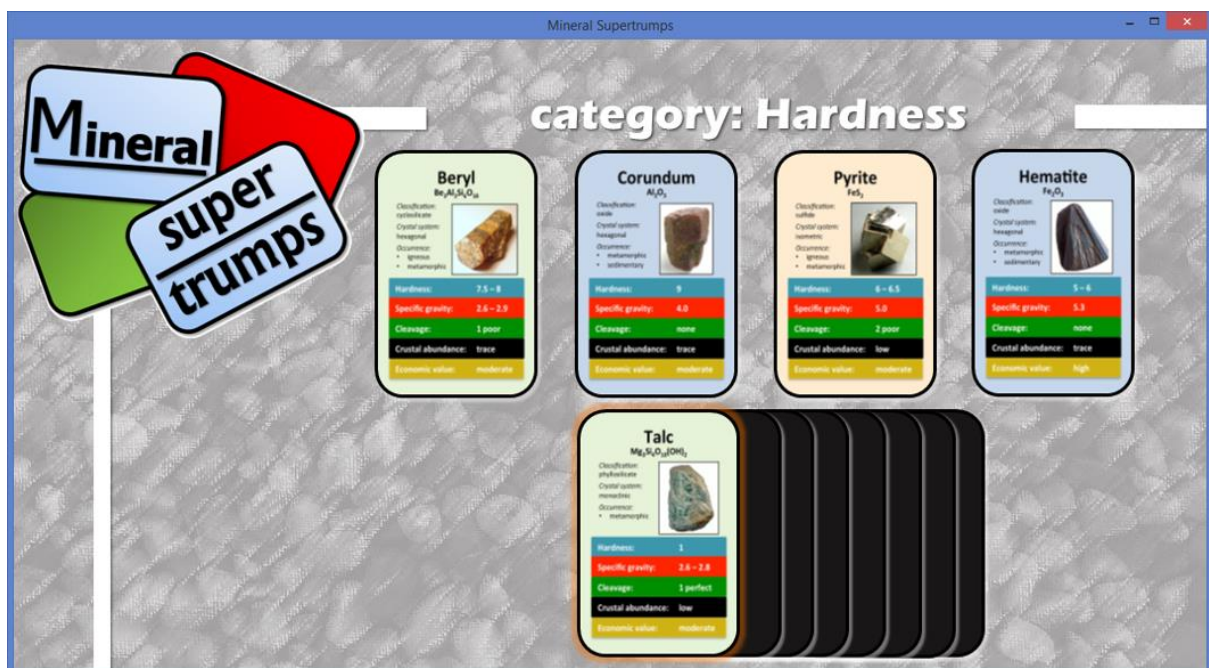
Because the interface is mouse based, the initial prompt requires the player to click to confirm they have a mouse.



The user chooses the number of players by clicking on icons that visually represents the number of players with pictures of human figures. This design was chosen to avoid the player inputting the incorrect number and the visual elements make it easier for people across the globe to understand the interface.



The computer picks a dealer at random and visually represents with dice showing numbers 1 through to 5.



The current category is displayed above the playing cards. The number of cards left in the player's hand is visually represented by the blank cards.



When a player draws a supertrump like 'The Miner' - the category will change as shown.

TESTING

GITHUB REPOSITORY LINK

<https://github.com/robertwarnes/CP2406-Assignment-2>