Kelly Pool No. Generator

BY RACHEL WILLIAMS

What is Kelly Pool?

Kelly pool is a pool table game that allows more than two players to play but less than seven players to participate in the game because each player is assigned one ball out of 15. A player is assigned a ball number at random that is kept secret from their opposing players. The idea is that each player must sink all the other balls on the table and be the last man standing to win the game. Each Kelly pool game is different depending how you have been taught so there are some variations.

Application Purpose

- To be used to help play Kelly Pool

- To generate numbers securely and secretly

- To eliminate the need for paper to be drawn from a bowl

Why the App?

There are 15 coloured and numbered balls on the table and one white ball. To play the game, each player must receive a colour ball number. Currently there are two ways this is done:

- Image 1 : Kelly Pool bottle, pruchased at stores and balls easily lost
- Image 3: Writing down names on a piece of paper each time...also easily lost in someones jean pocket

v1. Features

- Welcome screen

- Menu

- Players names

- Ball numbers

- Help (instructions)

v2. Future features (Backlog)

- Mark off when ball has been sunk

- Ability to see your number if you forgot

- Winner screen

- Assign 2 ball numbers if players 7 or less
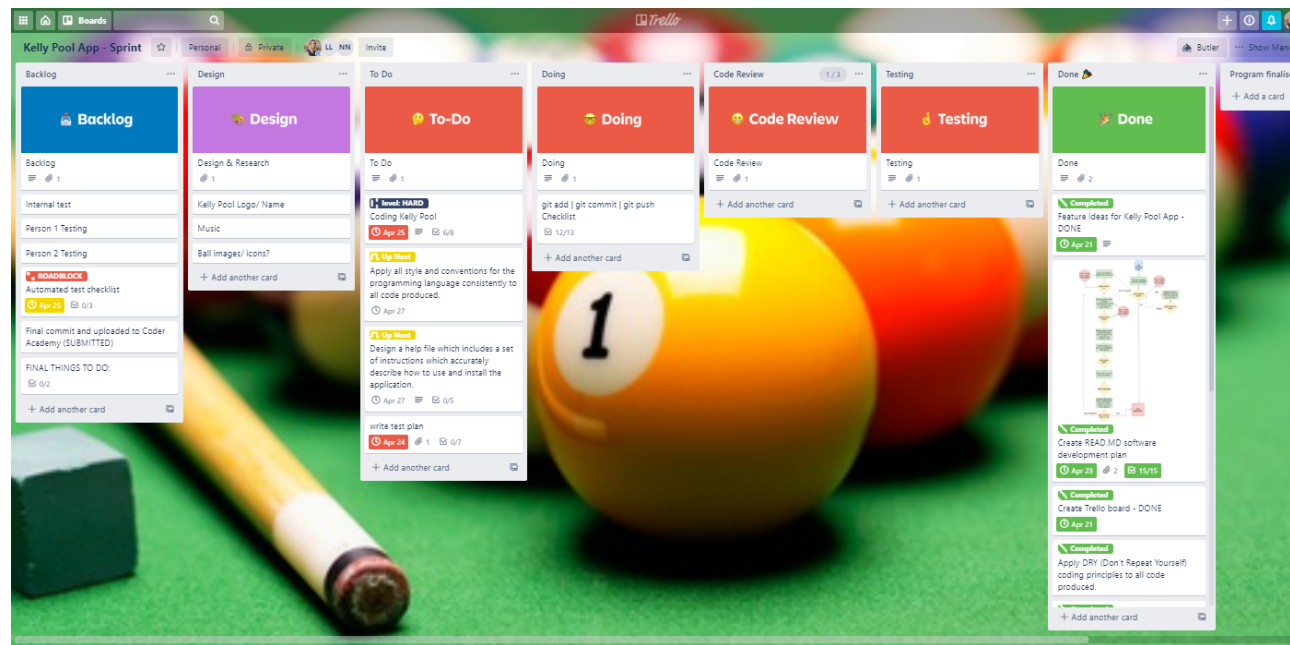
How the app will work:

Implementation Plan

Feature	Description	Implementation	Deadline
Welcome screen	"Welcome to the Kelly Pool No. Generator" Welcome screen with 'Press any key to continue"	1. Install **tty-font, tty-box and Lolize gems** 2. Require Gems 3. Define main_app 4. Insert font style 5. Create box and enter in welcome message 6. Create gets.chomp to proceed to the Kellypool_menu	
Menu Display	Displays menu items within a box. Items to be listed on each row numbered	1. Define kellypool_menu 2. Use **gem 'Terminal-table'** to install table 3. Require gem 4. Insert code for rows	| | |
Option 1, Menu	Create a 'New Game' option from the menu	1. Create a while loop with menu items 2 and 3 2. When 1. New Game is selected exit loop and initiate player_names	22/4/2020 | | |
Option 2, Menu	Create a 'Help' option from the menu	1. Create a while loop with menu items 1 and 3 2. When 2. Help is selected display instructions 3. Advise 'Click ENTER to return to main menu which loops back to the menu again	
Option 3, Menu	Create a 'Exit' option from the menu	1. Create a while loop with menu items 1 and 2 2. When 3. Exit is selected display "Good Bye" 3. Exit loop	

Feature	Description	Implementation	Deadline
Player Names	Feature that receives a number of players and then asks for a input * the amount of players entered by end user	1. Define method 2. Create an array 3. Ask how many players and get response 4. If < 3 return error and try again 5. If >7 rerun error and try again 6. If 3-7 ask the players to enter in their name. This Runs through once and ask for names 7. Store names	24/4/2020
Ball Numbers	Feature that is executed after people have successfully been entered	1. Define method 2. Require from files 3. Insert argument 4. Ask players if they are ready > get response 5. Array of numbers 6. Create loop, enters stored player and displays number. 7. Asks if hide ball and pass to next player 8. Delete ball number from array so that it doesn't duplicate to another player 9. Once all players receive ball > 'Good luck' message > ask player if they want to return to main menu to play again	24/4/2020
Additional	Create Error handling and command line arguments	1. TBA	25/4/2020
Test plan	Create automated test plan x 2	Create automated test plan to test:	26/4/2020

Trello

Testing

Feature	Explanation	Expected Outcome	Actual Outcome	Roadblocks
Welcome screen	**Welcome** message to be displayed	1. Load tty-box 2. Load tty-font 3. Load lolize colours 4. Displays "Welcome to the KELLY POOL NO. Generator, please any key to continue"	Displays correctly	none
Welcome screen	**Required input** by end user to proceed	1. User enters input and returns 2. Screen loads to menu	Functions correctly	None

Menu	**Menu** options to display	1. Display "What would you like to do?
		2. Load menu with table and 3 options:
		  - New game
		  - Help
		  - Exit
			Displays correctly	None

Menu option 1	**Menu function 1**. New Game **input**	1. User inputs '1' and returns 2. Loads new question	Functions correctly	None
Players	**Display question** for user to input	1. Displays 'How many players?	Displays correctly	None
Players	User **inputs < 3** and returns error	1. User inputs a number lower than 3 2. User receives error and to try again 3. Displays 'How many players'	Functions correctly	None

Feature	Explanation	Expected Outcome	Actual Outcome	Roadblocks
Players	User **inputs <7** and returns error	1. User inputs a number higher than 7 2. User receives error and to try again 3. Displays 'How many players'	Functions correctly	None
Players	User **inputs >2 =<7** and moves to ball numbers	1. User inputs a number higher than 2 and equal or less to 7 2. User moves onto ball numbers	Functions correctly	None
Ball Number	**Displays** message	1. Displays 'Are all players ready?"	Displays correctly	None
Ball Number	End user **inputs**	1. User is ready 2. Displays '[NAME], Press ENTER to see your ball'	Functions correctly	None
Ball Number	End user **inputs**	1. User submits ENTER 2. Ball is shown 3. Displays "When ready, ENTER any key to hide your numbers"	Functions correctly	None
Ball Number	End user **inputs**	1. User submits ENTER 2. Displays (next players name) '[NAME], Press ENTER to see your ball' * repeat for x times until condition is met	Functions correctly	None
Ball Number	End user **inputs**	1. Last player inputs in number and hides number by entering ENTER	Functions correctly	None

Feature	Explanation	Expected Outcome	Actual Outcome	Roadblocks
		2. Displays "All players have received their ball number, you're now ready to play.". "Good Luck" 3. Clears screen and displays "Press ENTER to return to the main menu"		
Ball Number	End user **inputs**	1. Input received 2. Returns to main menu	Functions correctly	None
Menu option 2	Menu function 2. **Help input**	2. User inputs '2' and returns 3. Loads a set of instructions 4. User prompted to hit ENTER to return to menu	Functions correctly	None
Menu option 2	Menu function 2. **Help input**	1. Input received 2. Return to main menu	Functions correctly	
Menu option 3	Menu function 3. **Exit Game input**	3. User inputs '3' and returns 4. 5. Exits app	Functions correctly	None

Gems Used

- tty-font for Welcome messgae

- tty-box for Welcome Message

- lolize for the entire applciation

- Terminal-table for the menu

- Test/Unit for testing

- faker for testing

Known Issues

- Once you click 'Exit' it exits loop but executes next line of code

- <2 errors correctly and asks to enter in again. After entering correct number it asks for both the correct and incorrect number of names

- Testing, error handling and command line arguments was not completed

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