This artifact represents the redesigned structure of the Farkle application written for IT-312. The code is all newly written but is based off of what I had done in the past. The previous version of this application was written in C++ and was a console app, I’ve rewritten it to take advantage of a GUI. This vastly improves usability and clarity of the application. Previously the old version of the app required some explanation to use while this newly revised version is much clearer.

I hope to continue to improve upon the design of the app, this is not it’s final form. That said I think I have met my original objective of implementing the base game in a different language as well as jumping from the console to GUI. Making the move to GUI came with the complexity of changing my mindset to an event driven solution. The user’s input decides the next step, and the code must account for some randomness on the user’s behalf and an inability to directly call functions or simply return a value for based on a click meant building the application in such a way that state could be managed at a higher level.

I’m pretty satisfied with where I’m at so far, considering that none of my classes directly dealt with the development of a GUI I think that what I’ve developed shows an ability to cope with new libraries and development paradigms. I’m looking forward to continuing the development process.

Below are some screenshots from the application:

