Black Jack Report

We began our process by creating a plan. We separated the information into four classes; Game, Player, Card, and Main activity to connect them. We established what things each class would need to accomplish. Then before writing any Java code, we reviewed some Android specifics and explaining how the Model, View, Controller worked. We then set up or visual design in activity\_main. Patrick worked through most of this while Sarah aided in the process. We covered TextViews, ImageViews, and Buttons. Obviously, this page was also updated as the game developed. Having a visual, we worked through some java code in sections to display random cards, add cards, calculate the users current score, and so forth. Our development process was based on breaking down the assignment into steps and completing one task before adding a complexity.

Overall, we have roughly 800 lines of code, 1000 including comments. Patrick wrote around 500 of the lines, while Sarah wrote 300. We worked well together to cover the new topic for Android for Patrick and combine it with Java code that we had practiced in the past. Sarah estimates 12-15 hours of work on the project. Patrick estimates 12-15 hours as well.