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PRESENTS

Love Letter™

MVP

Create a browser game based on an existing card or dice game.

Model the game logic and then display it in the browser for a user to interact with.

Make your own MVP with some specific goals to be achieved based on the game you choose to model.

You might use persistence to keep track of the state of the game or track scores/wins.

Other extended features will depend on the game you choose.



OUR MVP

**Get it working
by
THURSDAY!!!**



LOVE LETTER

Is small deck

2-8 player game - We fixed as 4 player

The aim is to get your love letter to the princess.





GAME DEMO



WORKING TOGETHER

1. Diagrams
2. Pseudo coding
3. Mob programming



CHALLENGES

- Trying to trigger certain actions / waiting for user input - while loop issues...
- Passing information between different 'classes' & interaction between those 'classes'
- Testing
- GitHub



CODE

Pseudo files - top down from player, deck, turn logic...

Turn 'class' - our FAV, simple and just works!

Runner 'class' - Infinity loops, tricky tricky, holds the game together.

God GameView 'class' - No comment....



Thank You!

ANY QUESTIONS?

