Go Fish

A CS205 Software Engineering Project for Dr. Jason Hibbeler

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Overview

- Credits
- High Level Game Design
- Development Process
- Game Demonstration
- Statistics
- Conclusions and the Future

Credit where credit is due

- Team Lead: Phelan Vanderville
- Human Player Logic: Phelan Vanderville
- AI Design: Josh Dickerson
- Card,Deck,Hand classes: Josh Dickerson
- User Interface: Ethan Eldridge
- Presentation: Ethan Eldridge
- Game Loop: Danielle Steimke
- Card,Deck,Hand refactoring: Scott MacEwan
- Game Design: Phelan,Josh,Ethan,Scott,Danielle

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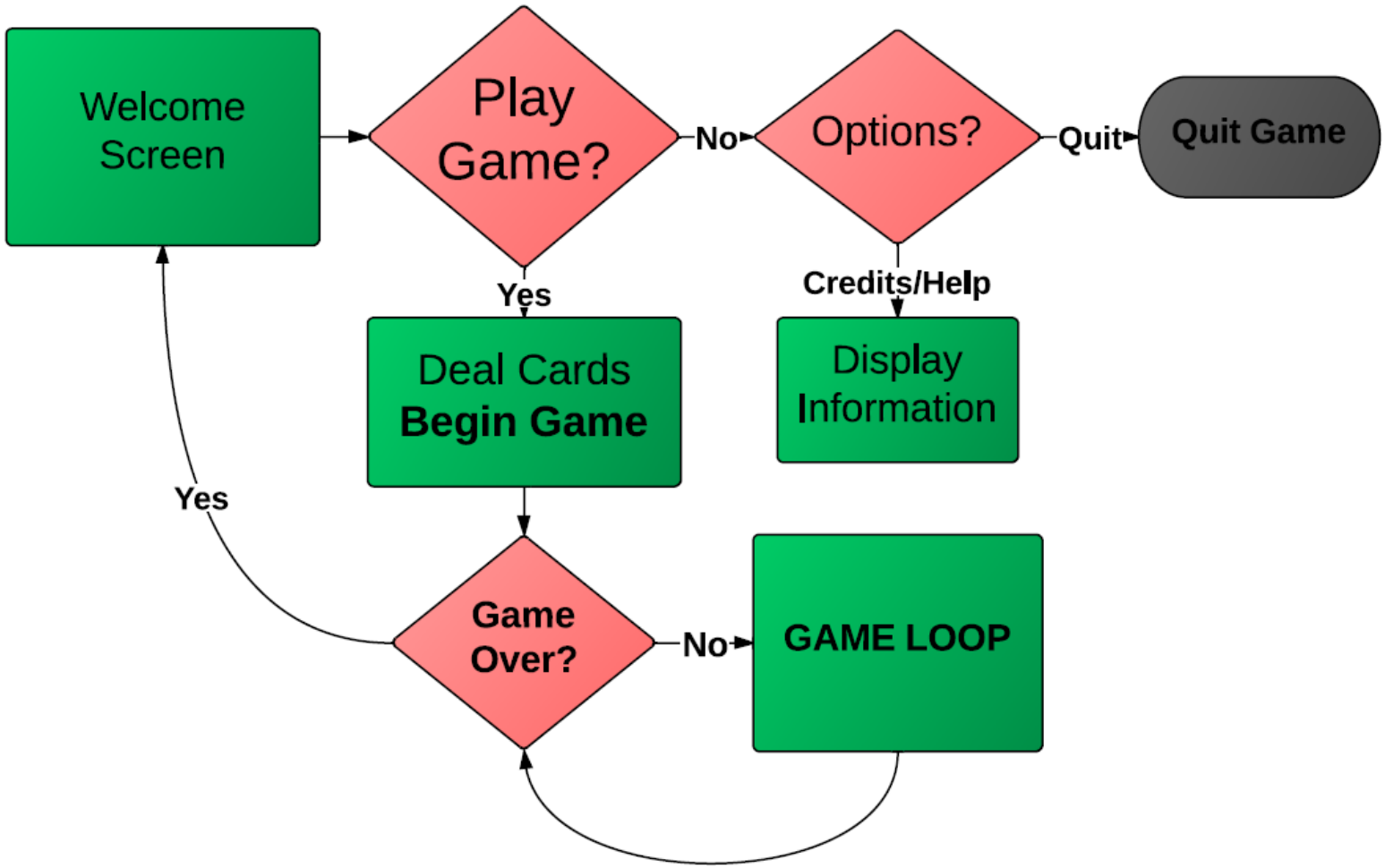
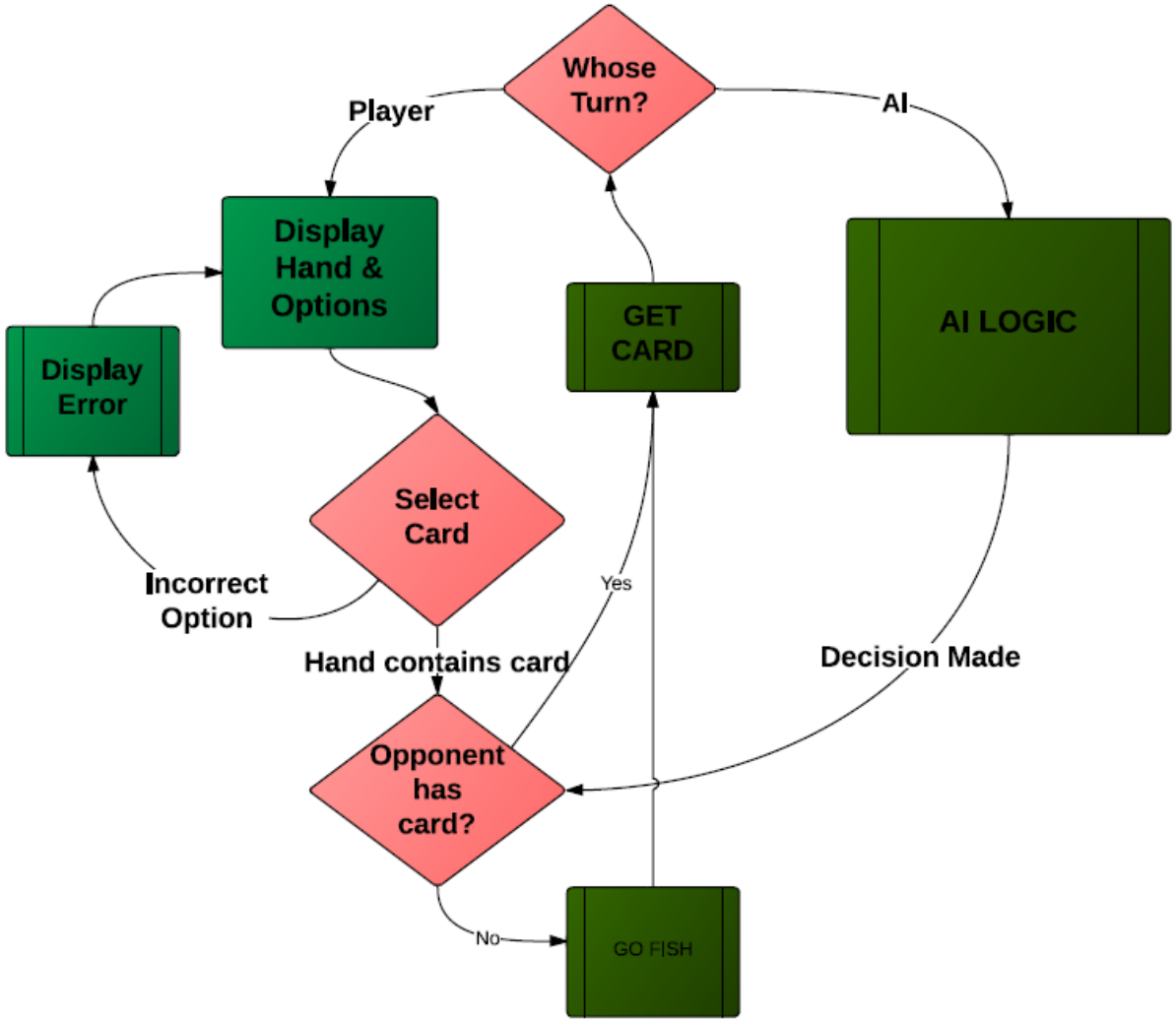
Game Overview

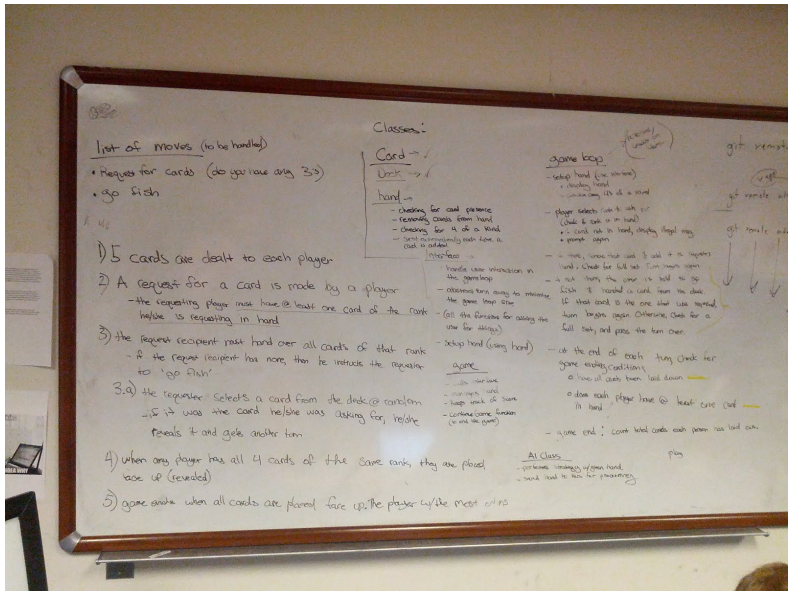


Core System Logic



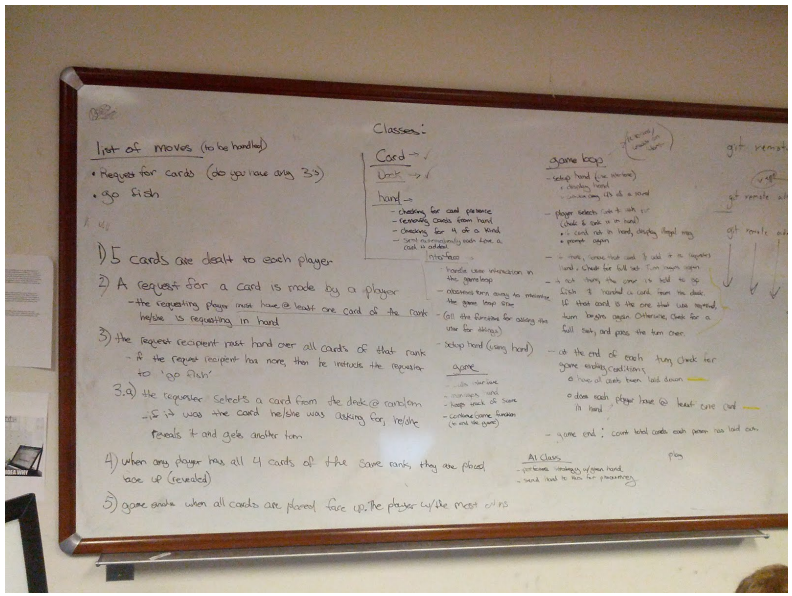
Initial Planning

- We all sat down and whiteboarded the overall design
- Using Josh's premade classes of Deck,Card, and Hand as a template we planned out interfaces
- We set up git repositories and remotes to allow for a distributed source



Initial Planning

- We created a google Drive project specifying
  - Contact Information
  - Areas of Responsibility
  - Game Specifications
- And set up times to meet and delegation of coding



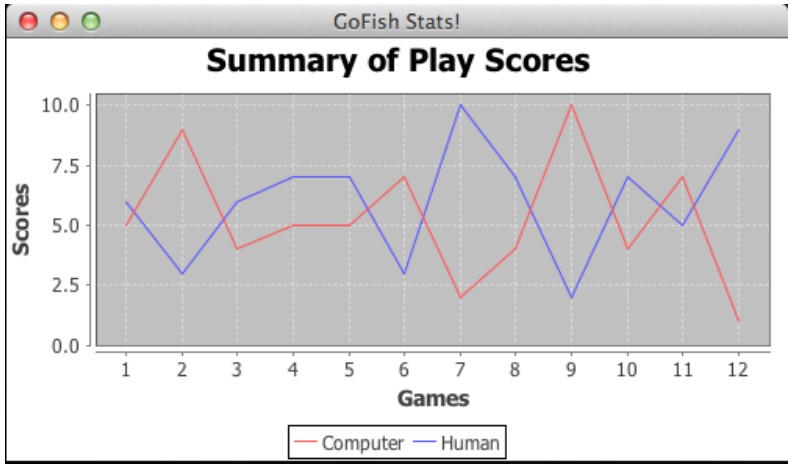
Developing Code

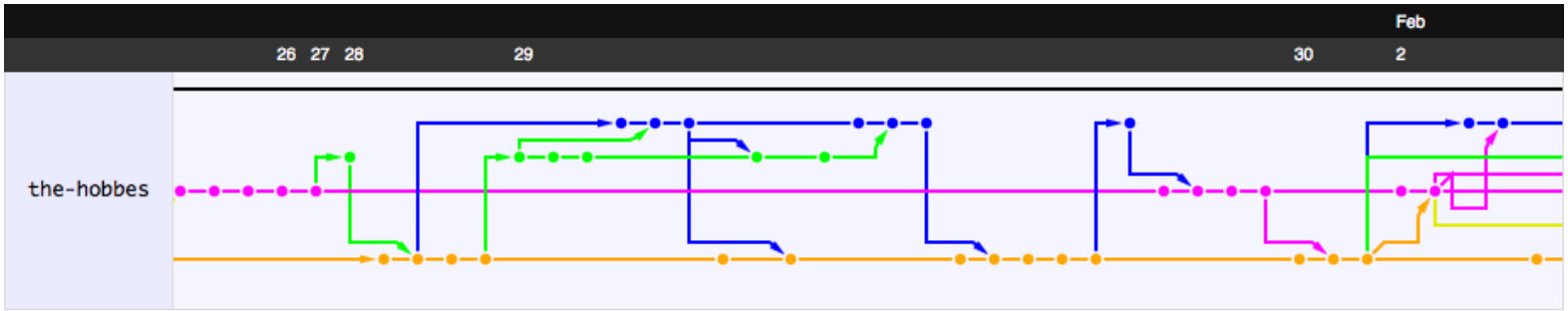
- We developed our code with a waterfall like specification stage. But an organic iterative implementation loop
- A java interface and shell classes guided the flow of the project
- At the same time, the code-skeleton allowed enough flexibility to adapt to changing circumstances

Developing Code

- Coordination between group members was integral to the process
- We used email, chat, github commits and messages, and group coding sessions
- Git allowed us to distribute the source and keep up to date iterations amongst the group

Statistics


GoFish Stats!
Summary of Play Scores
Scores
10.0
7.5
5.0
2.5
0.0
1 2 3 4 5 6 7 8 9 10 11 12
Games
Computer
Human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Demonstration

Look at our sweet game of go fish!

What worked?

- Planning Ahead
- Using Git for code coordination
- Group coding sessions
- Our Group Dynamic
- Agreed on Coding Standards
- Code partitioning between members
- Communicating with each other

What didn't Work

- Conflicting Schedules
- Learning curve of git for new people for it
- Mitigated by having experienced git users in group
- Running out of work because of simple game

Things to do next time

- Work in the same group because this one rocked!
- Spend a little more time on planning