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Assignment 2

I have added lots of methods to my uml diagram which help in accomplishing the assignment. I have made the most changes in Board class and Game class.

In the Board class, there are four methods that are mainly used when a new game is started. A board is drawn based on the choice that the user makes (either an offset or central 4 by 4). The board also has the important method of takeTurn method which calls the validateMove method before performing the action (changing the board/flipping pieces). So, flipPieces is a helper method that is also used in the takeTurn and validateMove methods to help visually represent the changes in the board. I have also added a countPieces method which used when the game is over and there are no valid moves left to be played.

The Game method has the static loadBoardState method which returns a Board object which is then used inside of loadGameState method. In addition to start(), save() ,and play() methods, I have added a few helper methods that help perform the logic of the game such as switchPlayer(), concedeGame(), checkValidMoves(), isGameOver(), and declareWinner().

As for the other remaining classes: Player and Position, I have kept the same thing as the uml diagram provided by the professor and simply added getters and setters.