SDD -Client Low Level Design
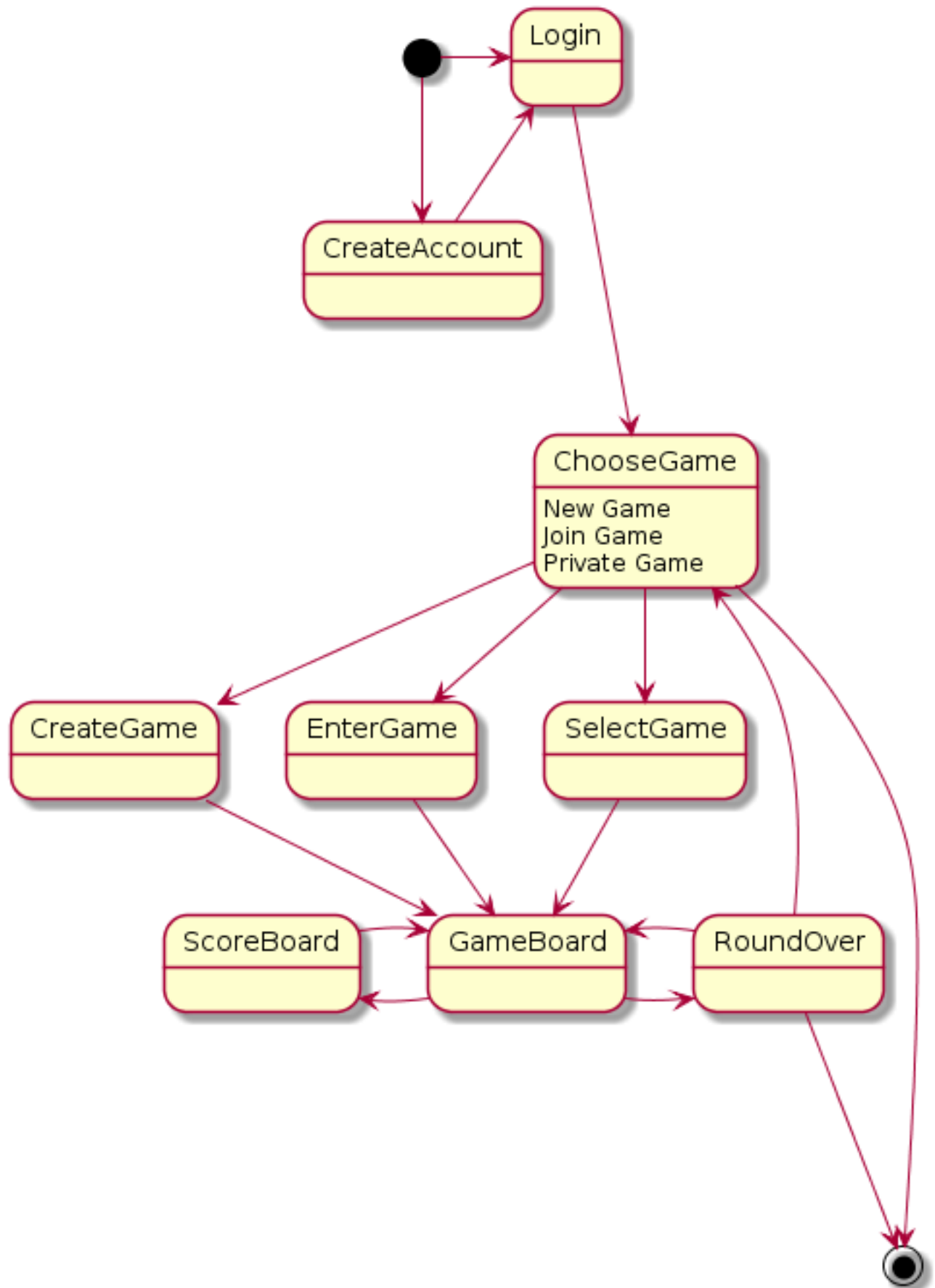
Brandon Smith, Nieka Gutenberger, Joseph Coppin, Ryan Frazier, Trevor Jewkes

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Client State Diagram

Login

CreateAccount

ChooseGame
New Game
Join Game
Private Game

CreateGame

EnterGame

SelectGame

ScoreBoard

GameBoard

RoundOver

State Diagram.png

Client Class Diagram

1 MainFrame

This class is inherited publically from wxFrame.

- public:
  - MainFrame(const wxString& title, const wxPoint& pos, const wxSize& size);
  - void joinPrivateSpadesGame(wxCommandEvent& event)
  - void joinPrivateHeartsGame(wxCommandEvent& event)
  - void joinPublicSpadesGame(wxCommandEvent& event)
  - void joinPublicHeartsGame(wxCommandEvent& event)
  - void createNewSpadesGame(wxCommandEvent& event)
  - void createNewHeartsGame(wxCommandEvent& event) ...

- private:
  - ServerDialog m_serverDialog;
  - wxMenuBar* m_menubar;
  - xMenu* m_menuFile;
  - wxMenu* m_menuTest;
  - wxMenu* m_menuServer;
  - wxMenu* m_menuHelp;
  - wxMenu* m_menuGameRules;
  - void loadPlayerHand(wxCommandEvent& event);
  - void loadCenterCards(wxCommandEvent& event);
  - void serverSettingsDialog(wxCommandEvent& event);
  - void connectToServer(wxCommandEvent& event);
  - void showHeartsRules(wxCommandEvent& event);
  - std::string getHeartsRules();
  - void showSpadesRules(wxCommandEvent& event);
  - std::string getSpadesRules();
  - void OnExit(wxCommandEvent& event);
  - void OnAbout(wxCommandEvent& event);
  - wxDECLARE_EVENT_TABLE();

2 ServerDialog

This class is inherited publically from wxDialog.

- public:
  - ServerDialog(wxWindow* parent, wxWindowID id = wxID_ANY, const wxString& title = wxEmptyString, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = wxDEFAULT_DIALOG_STYLE);
  - std::string getIP() return m_ip; ;
  - int getPort() return m_port; ;

- private:

- protected:
  - std::string m_ip;
  - int m_port;
  - wxWindow* m_parent;
  - wxStaticText* m_staticTextIP;
  - wxTextCtrl* m_textCtrlIP;
  - wxStaticText* m_staticTextPort;
  - wxTextCtrl* m_textCtrlPort;
  - wxButton* m_submitBtn;
  - void OnClose(wxCommandEvent& event);

3 RulesWindow

This class is inherited publically from wxScrolledWindow

- public:
  - RulesWindow(wxWindow* parent, wxWindowID id, std::string rules);

- private:
  - std::string m_rules;

4 LoginLayout

This class is inherited publically from wxBoxSizer

- public:
  - LoginLayout(MainFrame* parent, int orient = wxVERTICAL); //good size is wxSize(350,350)

5 LobbyLayout

This class is inherited publically from wxBoxSizer

- public:
  - LobbyLayout(MainFrame* parent, int orient = wxVERTICAL);
    //good size wxSize(350,350);

6 CreateGameLayout

This class is inherited publically from wxBoxSizer

- public:
  - CreateGameLayout(MainFrame* parent, int orient = wxVERTICAL);
    //a good size is wxSize(250,350) when put inside a frame