

Deadwood

Overview

- Used Java Swing for GUI
- Used Java XML DOM to parse board and card info (obviously)
- MVC model used for overall game-play
- Singleton pattern used in controller class

GUI Specifics

- Integrated set of buttons for player actions, movement and role selection
- Integrated player stats display (Day number is red :))
- Pop-ups for adding players, displaying outcomes of game actions, and upgrade selection
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Major Challenges

- Lots of edge-cases for movement and payout methods
- Keeping track of states between many classes
- Creating separate mouseListenerClass and set of buttons for Move and TakeRole (removal of button sets)
- Timing updates in/between view and model

Coupling and Cohesion

- View class ended up coupled with the Player class which shouldn't be the case(?)
- Controller class does have functional cohesion
- View and Player classes only have logical cohesion
- All other objects used in game have functional cohesion

Takeaways

- Experience doing GUI programming!
- Doing a large project that lasts the entire quarter
- Creating a detailed program design prior to implementation