

GALAXY TRUCKER

Presentation and Design Choices

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IMPLEMENTED FUNCTIONALITIES

Rules

- ✓ Basic rules
- ✓ Complete rules

Connection

- ✓ Socket
- ✓ RMI

User Interface

- ✓ TUI
- ✓ GUI

Additional Functionalities

- ✓ Demo travel
- ✓ Multiple games
- ✓ Resilience
- ✗ Persistence

MVC PATTERN

Server	Client
<p>Model</p> <p>Contains most of the game logic and is responsible for maintaining the state and information related to the various ongoing matches.</p>	<p>View</p> <p>Whether it's a TUI or a GUI, it contains the logic for creating the user interface and managing all possible user interactions.</p>
<p>Controller</p> <p>Handles the orchestration of the different game phases, and manages the requests and responses of the various users.</p>	<p>Model</p> <p>A more lightweight model whose purpose is to maintain a consistent local state on the client side, in order to minimize the amount of data exchanged with the server.</p>

On both the server and client sides, dedicated classes are implemented to manage communication using Socket and RMI protocols.

