Design Descriptions

Milestone 4

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We did not have to make a lot of design decisions in this milestone, as this milestone was very light design-wise. However, we did have to decide how to implement save and load for both versions of Monopoly.

Both save and load were done in the model.

Save: We developed a string method to convert the information that is contained within a Monopoly game (center money, player information, properties, etc.). This XML file will then be handled using a void function handleSaveToXML, which takes in the filename that the XML has. We used a BufferedWriter to write the information to the XML file. This feature applies to both the regular version and the UK version.

Load: We used DOM Parsing to complete this feature. For each individual aspect of the game (player, properties, colours), we parsed this information and would implement each of their respective methods to load information back into the game. Load was a lot more difficult to implement, especially with the separate versions.

In order for a player to save/load the game, this is all done through the GUI. Loading can be done immediately once the game is launched. Saving can be done at any point by any player during the game.