

Design Decision Descriptions

Milestone 2

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We had to make fewer decisions in this milestone, but the ones that were made were extremely important in the overall design of the Monopoly project.

We maintained separate packages for each “part” of our project, including the listeners, events, the model, the view (which includes the GUI and the controllers) and the tests for the model. This will make it easier for anyone viewing the project to navigate through (including ourselves!).

The GUI was fairly difficult to implement. We needed to ensure that there was a side panel to view the state of each player (the properties they own, the money they have, etc.). We decided to include die animations and player pieces on the board to make it easy for the players to see the game. There are continuous pop ups for each action the player takes, and in the middle of the board there are options for the player to roll, pass, and eventually buy houses for properties.

The housing system broke while implementing the GUI in this milestone. We needed to change some components of the overall model, and in doing so, the housing system was no longer viable with what we had. For that reason, we had to scrap it for this milestone. It will be completely fixed and implemented in the next milestone.

Lastly, for the JUnit testing, there were some decisions to be made as to what methods needed to be tested. Since I did most of the testing, I figured it would be the most practical to test every component of the model. I did not test very simple getters/setters as I felt those are essentially straightforward.