Diary AM21

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16/3/23

- Learn about Java Socket, complete the network part of UML

- Learn about Java Swing, figure out the view part of UML

- Build the general structure of the code based on the current UML (third time)

- Implementation of the Check Common Goal algorithm

Assignment:

Ding: 1,3,7 – Match, GameController

Mona: 2,9,11 – Cards

Mao: 8,10,12 – LivingRoom, Bookshelf, Bag

Ken: 5,6,7 – Player,PlayerManager

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17/3/23

Ken:

Edit: Player, PlayerManager,PersonalGoalCard,ScoringTokenCard

Note: UML (Player,PlayerManager) need update and PlayerController is needed?

Revision: PlayerHand --How change oder?Shoul I create a new class?-- , Shelf.slotAvailable() , Player.getBookShelf(), MatchInstance---How does it work???---

Last modified 17/3/23 16:18