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: 1,3,4 – Match, GameController

Mona: 2,9,11 – Cards

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

Ken: 5,6,7 – Player,PlayerManager

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18/03/23

- Code review

- Improving Git Management

- Defining the main structure of virtual view pattern

20/3/23

- Improved Game Controller and Game Manager to handle the re-connection and multi game feature

- PersonalGoal Prototype Update

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Last modified 20/3/23