Diary AM21

----------

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

--------

Last modified 16/3/23 23:01