# CS246 Plan of Attack: Sorcery

## Breakdown of the project

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| **Project Task** | **Task Description** | **Due Date** | **Assignees** |
| Initial UML | - Decide on a class hierarchy  - Identify object-oriented pattern | November 21, 2017 | Jafer, Berges, Catalin |
| Complete interface | - All header files (.h files)  - All functions should be properly commented  -Files affected: **all header files** | November 22, 2017 | Catalin |
| Complete load function in main logic | - Loading of decks, cards, abilities from text file  - Involves creating test cards, minions, etc.  - Files affected: **main.cc** | November 22, 2017 | Berges |
| Complete constructors for each card type | - Taking in the string containing information about a card and initializing using that  - Files affected: **Minion.cc, Enchantment.cc, Ritual.cc, Ability.cc, TriggeredAbility.cc, ActivatedAbility.cc, Spell.cc** | November 23, 2017 | Berges |
| Implement all card type logic | - Cast function (applies the card functionality)  - Files affected: **Minion.cc, Enchantment.cc, Ritual.cc, Ability.cc, TriggeredAbility.cc, ActivatedAbility.cc, Spell.cc** | November 25, 2017 | Catalin, Berges |
| Implement text-based graphical interfaces using observer pattern and MVC | - Implement textdisplay  - Implement observer pattern, setting the Board as the subject and textDisplay as the observer  - Handle all overloaded operators for deck  - Files affected: **TextDisplay.cc, Observer.cc, Subject.cc** | November 25, 2017 | Jafer |
| Implement board, player logic and main game loop | - Implement the interactions between the Board and Players  - Implement all methods in Board  - Implement command loop in main.cc  - handle parameters specified in requirements  - Files affected: **Player.cc, Board.cc** | November 27, 2017 | Catalin, Berges |
| Implement graphics based | - Implement graphics display of the game  -Files affected: **GraphicsDisplay.cc** | November 27, 2017 | Jafer |

# Questions

# UML