

1. can you use the same user interface, or would you need to add stuff to it?

The game can be played offline, hence there is no need to change the interface. For example, the interface already consists of new game, save game, settings, etcetera, which are enough for an offline game to play without any changes.

However, in future, if someone wants to take this game program online, they must change the interface by providing a new interface for player's personal information, for example, log-in information such as email-ID, phone number, age etcetera.

2. would everyone use the same interface, or would you have one for the person who initiates, and another for the other players who join?

Currently, one player initiates the game and other player with the initializer fill their details in next interface. The change is required for making the players enter the information on their own device and playing from that device.

3. would it be easy to take this information and send it to another computer?

Yes, it would be easy to take this information and send it to another computer as the game size is small enough to contain addition of more information.

4. will you pass all information between all computers, or just enough for each player?

Passing all the information will impact the memory, it better to just keep the information just enough for each player. Hence, small size make the game easily transferrable.

5. how might that change to work on several computers?

Currently, the turn functionality is implemented in the Game Class by using King class objects by using priority queue. Furthermore, the game logic is separated from the user interface, so affecting the user interface will not going to impact the turn functionality as it is in game logic. Hence, this turns functionality will work in several devices without any issues.

6. how will you control starting and ending a game?

The starting of the game is controlled by the MainWindow class, which form the GUI and creates the start of the game. The ending of the game is controlled by dominoPointer variable which increments till it exceeds its value. After exceeding its value, the game calculates the scores, and this info is sent to Kingdomino class, which tells the GUI to display the victory screen.