Design Document - Group036

Group Member :
Jialun Chen, Wise Chua, Xinyuan Wang, Yao Zhou,
York Chen, Yuezheuxan Zhu, Ziqian Gao

Group Members' Contributions for Phase 2

Jialun Chen - Check Log In and write test for UseCase and LogIn. made minor debug for Controller and UseCase.

Wise Chua - Complete GUI for whole game, transform from Command Line UI to GUI. Implement all GUI Frame. Added Testcase for usecase and entity.

Xinyuan Wang - Revise the structure to follow SOLID and Clean Architecture. Last check SOLID and Clean Architecture. UML diagram.

Yao Zhou - Part of GUI design for the game part.Add docstring to most classes.

York Chen - Complete GUI for login system, writing docstring for controller, entity and login system. Writing test for entity and controller.

Yuezhexuan Zhu - restructured the project, Implemented login-gamerun Interaction, added some GUI features, and write useCase tests

Ziqian Gao - wrote progress report.md for phase 2, modified BGM and UI fucntion for UI class, made minor debugs for USeCase class structure, marginally contributed in writting UseCase test

Significant Contributions

Jialun Chen -
Wise Chua - https://github.com/CSC207-UofT/course-project-bugwatcher_group036/pull/63
Transform whole Command UI to GUI. Ensure GUI follow MVC/MVP and clean architecture.
Implement testcase after transforming to GUI and clean all IntelliJ warnings
Xinyuan Wang - https://github.com/CSC207-UofT/course-project-bugwatcher_group036/pull/57
Revise the re-construction of the project to follow clean architecture and SOLID.

Yao Zhou - https://github.com/CSC207-UofT/course-project-bugwatcher_group036/pull/97

Add docstring(earliest version of GUI was designed by me but revised and pulled by someone else)

York Chen - https://github.com/CSC207-UofT/course-project-bugwatcher_group036/pull/60/files

Yuezhexuan Zhu - https://github.com/CSC207-UofT/course-project-bugwatcher_group036/pull/55

Restructured the program as the basis for phase 2 construction

Ziqian Gao - Eliza zoldyck by ElizaZoldyck · Pull Request #1 · CSC207-UofT/course-project-bugwatcher_group036 (github.com)
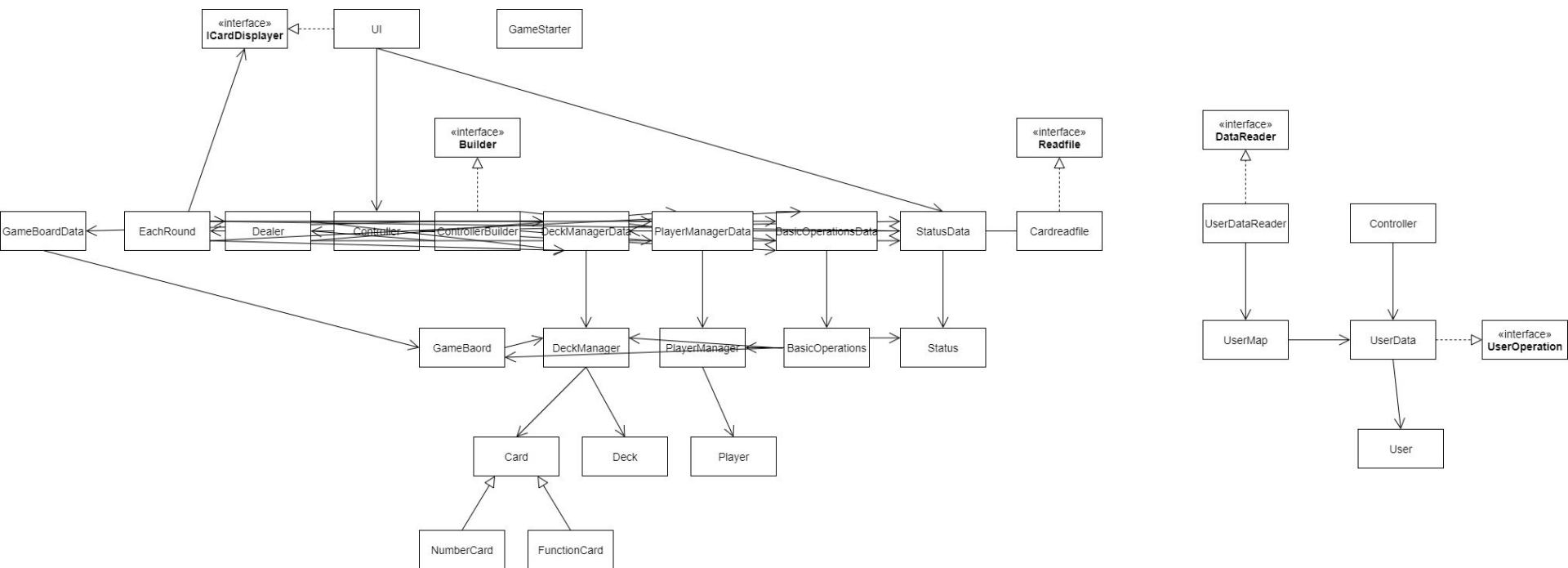
contributed building the whole entity class and usecase class as the basis for phase 0 construction
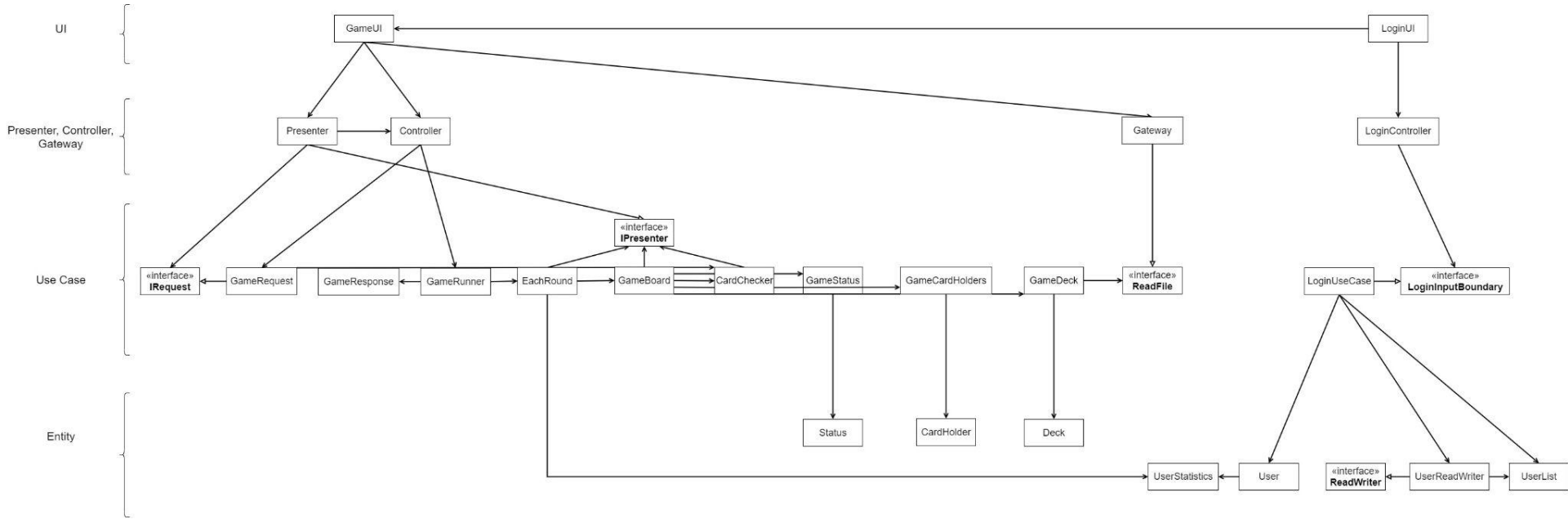
Project Specification

- Aspect of Basic Setting

- Aspect of design pattern

- Aspect of GUI

UML (Phase 1)

UML (Phase 2)

Major Design Decisions:

- Restructure: Use the Presenter, move class from controller to UseCase, Change the structure of our data(card).

- Now log in system stores game data.

- Use serializable to construct log in system.

- The GUI: Added music and animation, make the game much interesting.

- Design Pattern: Iterator, Builder.

how your project adheres to Clean Architecture

- clearly seperate classes into four layers

- follow layer-by-layer rule

- dependency injection pattern

how your project is consistent with the SOLID

- Intro
- OCP
- LSP
- ISP
- DIP
- SRP
- Con

which packaging strategies you considered

Login --Layers strategy

Uno--Layers strategy

Design Patterns

Implemented:

- CardHolder Class - Iterator
- PVE/PVP Frame Class - Builder

Change From Phase 1:
- Due to Restructure from Command UI to GUI and PVE mode
- All Design Pattern in Phase 1 was redesigned
- Builder Class build PVP/PVE Frame

Possible implementation in Future:
- Memento - Undo Game State
- Strategy Pattern - PVE Mode

progress report

- open questions your group is struggling with (questions to TA)
- what has worked well so far with your design (reflection)
- **a summary of what each group member has been working on and plans to work on next**
- **Future TODO**