Project 6 Update

An online rendition of Stratego
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Status Summary:

● Work Done:

We tackled some of our more difficult problems first. We got the board developed and working with the game pieces. Therefore, it was also important for us to get the Factory pattern for piece creation finished and tested with the board. Aligning the game pieces onto the board correctly took a bit longer than expected. However, we still managed to reach our goals for this milestone.

● Changes or Issues Encountered:

We are going to try and implement a Model View Controller to keep track of the turn options for the game. However, if that proves to be too difficult, we may keep the project as is and implement a different way to complete your turn. Other than that, we've had little to no change in the overall design.
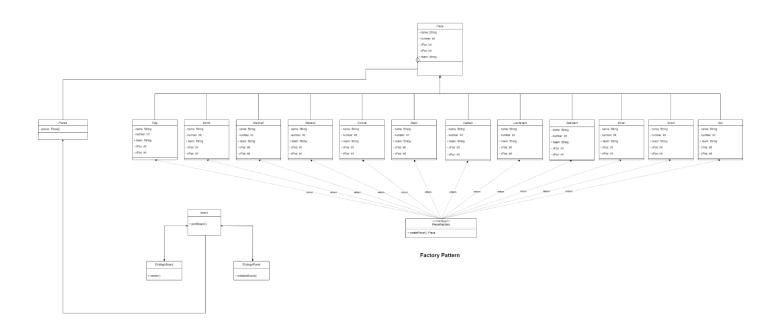
● Patterns:

We have the rough outline of the MVC pattern put into place and the Factory pattern is up and running. The Factory pattern has proved to be useful for less code duplication and shorter parameters when creating all 80 pieces. For instance, instead of having the factory dictate creation by name, we are having it compare integer ranks. Therefore, we can avoid errors from lengthy misspelled Strings.

Class Diagram:
A class diagram that shows the classes that have been implemented so far and their relationships to one another. (In other words, this diagram may not show the complete system you designed in Project 5 but rather the classes your team implemented during the past two weeks.) This will likely be an annotated version of your Project 5 UML Class Diagram. Pattern use should be highlighted in this diagram.

UML for Stratego, Project 6

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Diagram: Factory Pattern showing Piece superclass with subclasses Flag, Bomb, Marshall, General, Colonel, Major, Captain, Lieutenant, Seargent, Miner, Scout, Spy, and a Pieces class, plus board, StrategoBoard, StrategoPanel, and PieceFactory interface.

Plan for Next Iteration:

Provide an estimate of how much more work needs to be done for your team to have implemented the design that you presented in Project 5 (with any design changes that may have occurred). What are your plans for the final iteration to get to the Project 7 delivery? What do you plan to have done by 12/15 when the overall project is due?

We need to implement the Strategy Pattern with careful delegation of different move strategies for each of the distinct pieces. The Strategy Pattern is not expected to be a very difficult task. There are also some small details of the game (outlined in the Use Cases) that we need to make sure we are adhering to. We will likely plan to have this done in a weeks time, along with the Command Pattern.

The Command Pattern may also be a little challenging because we will be messing around with the game board again. This is where the MVC may come in handy, but at the very least we really just need a mouse listener. The last thing we will focus on is the Proxy Pattern, the SQL database, and implementing any finishing touches in the final week of class. The Proxy Pattern will help us implement the game using a seperate computer for each player and control access to the database.