

Retrospective Report

While implementing our design, we decided to not go with our original design completely. We realized that our menu interface and command interface were unnecessary, so we did not implement them. We implemented the menu class and the two subclasses, SinglePlayerMenu and MultiPlayerMenu to have the button commands separated from the gamecontroller. We also had to implement more events to handle different user inputs. We added new apply methods to the game controller to handle each user input.

URL:

<http://localhost:8080/cards362/?host&player=1> (for Host)

<http://localhost:8080/cards362/?player=2> (for player 2)