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For this iteration our main goal is to create a series of menus so that when a user enters the url they are given the option to select a single or multiplayer game. If the single player game is selected, then the deal button will show and the user can begin the game. If the multiplayer game is selected, then the user is prompted with another menu to select the number of players. After the number of players is selected, each player must open up their own url, and once they are all in the game the deal button will show for the game to start.

As of right now, our game can only be played once 2 players join. Once that happens then the deal button will show for the game to start. Our task is to create a series of menus so that we can use one url to select what type of game we want to play. In order to do this we must manipulate our existing code, as well as add some new classes and interfaces. We will be using the command pattern as well as the strategy pattern in order to implement this feature.

From our class diagram, you can see that we have added in the Command interface for the Menu to use. This allows new commands to be added to the Menu easily and with little to no refactoring needed. Currently the CreateButtonRemote, HideButtonRemote, ShowButtonRemote, SetButtonPlayerText, and SetGameTitleRemote classes are implementing the Command interface. We also added in a Menu class and Interface, again this is to allow additions and changes to be made to the code in case new Menus are needed in the future with the SinglePlayerMenu and MultiPlayerMenu using it now. The addition of this menu interface caused dependency inversion and allows for a more open closed design when adding the new menus.

The methods and instance variables used inside of each of the menu classes are to keep track of player count and starting the game via the new menus. The MultiplayerMenu has its own method for adding players because there is a variable amount of players allowed for the game.