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CSCI 345

GUI Report

While working on implementing GUI elements we continued to adhere to an MVC structure by making GUI only create graphical elements. We also used some observer patterns between the controllers and views – for instance, having the BoardView (which is the majority of the graphical elements) contain a ConsoleListener which prints out results of actions in a JTextArea as part of the BoardView. We also have this ConsoleListener listen to DeadwoodView, which provides the text per every action.

As mentioned earlier, all the new functions follow MVC. BoardView only creates and displays graphical elements, it does not parse any text itself. ConsoleListener's sole responsibility is to print out provided string into a JTextArea implemented within BoardView. DeadwoodView provides ConsoleListener with strings and nothing else.

We also followed a Composite pattern for the new GameStateController inner class – boardMouseListener. This is the replacement for the playGame method, having buttons lead to a tree of other buttons upon clicking.