

Firstly there is no UML state diagram for this project as I did it from scratch and UML is only mentioned in the 'Submission' part of the assignment handout.

Not having a working/good enough Cluedo implementation before starting this assignment was a major hinderance and thus my implementation of a GUI for it was haphazard.

I began by thinking about how to display the board and worked on that, followed by the dice.

I did decide that having a previous implementation of cluedo would have been helpful for more detailed objectys, however building a gui onto something without that thing having been written with a GUI in mind would have been a fair amount of hassle and I do think that the original design would have to have included it to some degree.

My main focus whilst designing the GUI was just work through some of the required/desired components listed in the assignment handout, from there I thought of in what ways to implement those components, and whilst doing so got distracted with other details of learning swing and implementing things as they came to mind, which doesn't entirely seem to be the point of the course but oh well.