



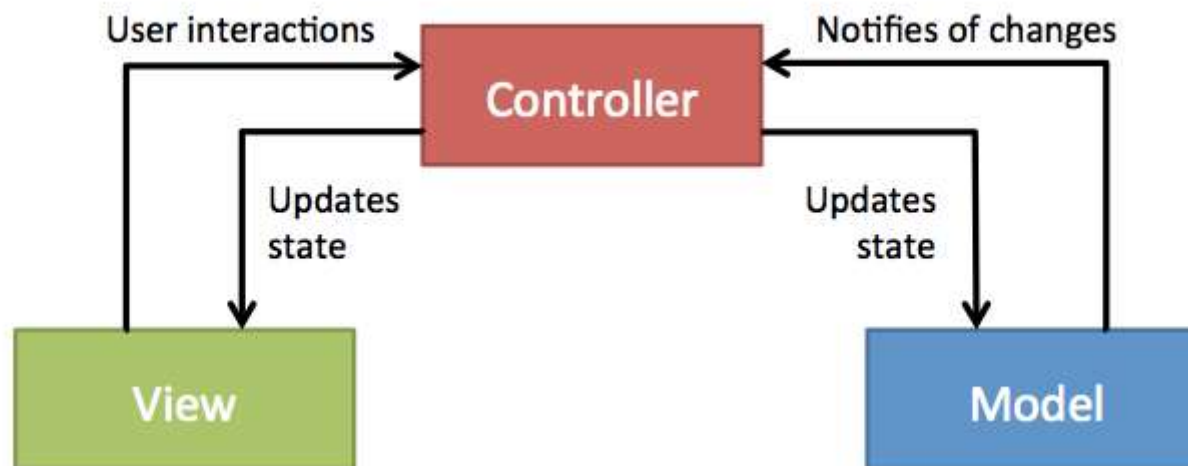
# Prova finale di ingegneria del software

Master of Renaissance

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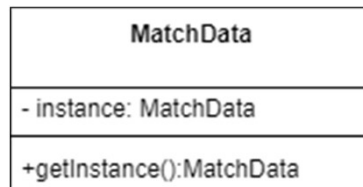
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Tutor: Luca Cornaggia, Matteo Secco

# MVC Apple style

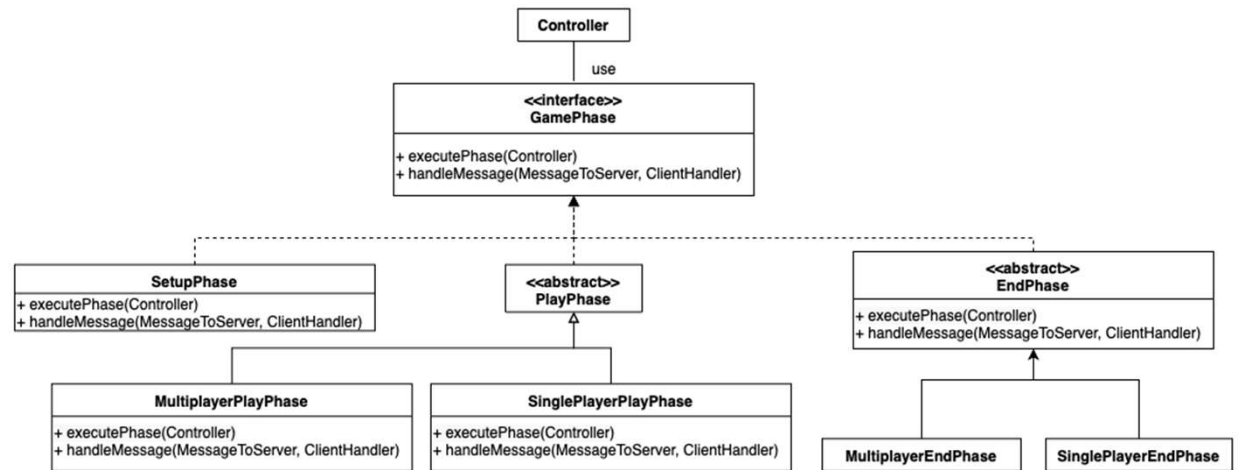


# Design patterns

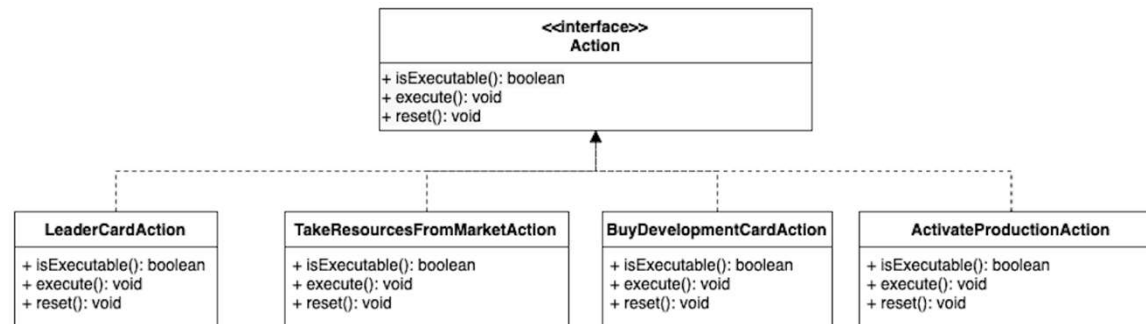
## Singleton



## State Pattern



## Strategy Pattern





# View - GUI

- Aggiornamento in tempo reale
- Visualizzazione personal board di tutti i giocatori



# View - CLI

- Aggiornamento in tempo reale
- Visualizzazione personal board di tutti i giocatori

**Development Card Grid**

5:2 37 VP:10 1:1 2:2	6: 35 VP: 9 2: 3:2	4:4 48 VP:12 1: 3:1	4:4 46 VP:12 1: 1:3
5: 25 VP: 7 2: 2:2	4: 19 VP: 5 1: 2:2	4: 20 VP: 5 1: 2:2	4: 18 VP: 5 1: 2:2
3: 9 VP: 3 2: 1:1	1:1 7 VP: 2 1: 1:1	2:2 16 VP: 4 1:1 2:1	1:1 6 VP: 2 1: 1:1

**Faith Track**

00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24

**Development Cards Slots**

2:2 13  
VP: 4  
1:1 2:1

**Market**

7 6 5 4

**Scoreboard**

	POS	VP
betti	0	5
Lorenzo	10	0

**Warehouse**

First Depot  
Second Depot  
Third Depot

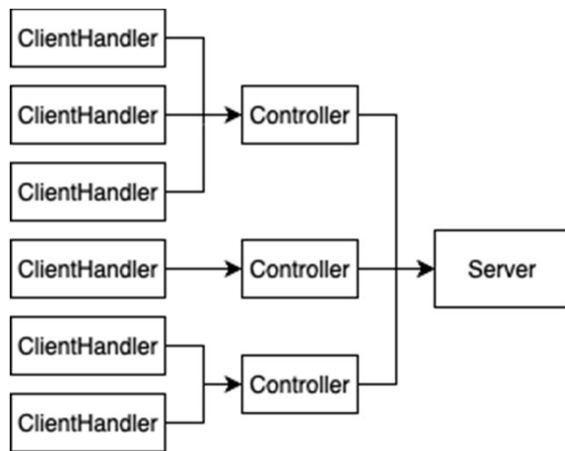
**Your leader cards**

1:1 49  
VP: 2  
DISCOUNT

5: 56  
VP: 3  
DEPOT: 1 2

**It's your turn!**  
Choose your next action:  
1. ACTIVATE PRODUCTION  
2. TAKE RESOURCE FROM MARKET  
3. DISCARD LEADER CARD  
4. BUY DEVELOPMENT CARD

## Partite multiple

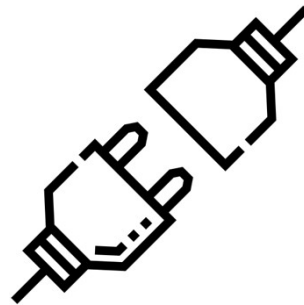


## Persistenza

```

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[69,71,65,68,66,67,70],"blackCrossPosition":10}]
  
```

## Resilienza alla disconnessioni







**POLITECNICO**  
**MILANO 1863**

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