## CreateGameView

### CRC

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| CreateGameView | |
| Responsibilities: CreateGameView is to display the Create Game screen to the user. | Collaborators: CreateGameView relies on the ViewController to be activated and deactivated. It inherits from ActionView like all views. The ViewController creates a GameMaster through the CreateGameView. |

### Description / Overview

The CreateGameView in our model-view-controller architecture, it is a view that is to show a Create Game screen to the user. It is activated by the ViewController when the Create Game button in the MainMenuView is triggered. It presents an interface that helps the user determine how they want to set up their game. It includes things like: changing the number of teams in the match, change who controls each team (person or A.I.), changes of board size (either 5 or 7), Robot think time, and lastly they can choose which robots are on each team. Once the start button is selected, an event will trigger in and it will notify the ViewController. The ViewController will create a new GameMaster and a Game using the CreateGameView while having knowledge of the game settings. The ViewController will then deactivate the CreateGameView and activate the gameView.

### Instance Variables

### Method Overview

*public CreateGameView()*

*public Game createGame()*

### Method Writeups

#### public CreateGameView()

This is the constructor for the CreateGameView class. It creates the Create Game interface and displays it to the user. It contains and event to handle the “Start” button which will notify the ViewController. It also creates UI elements for the user to interact with to create settings for the game they are creating.

#### public Game createGame()

This method is called through the ViewController once it receives notification from CreateGameView that a game is being started. It instantiates a Game object with the data given from the user to this view.