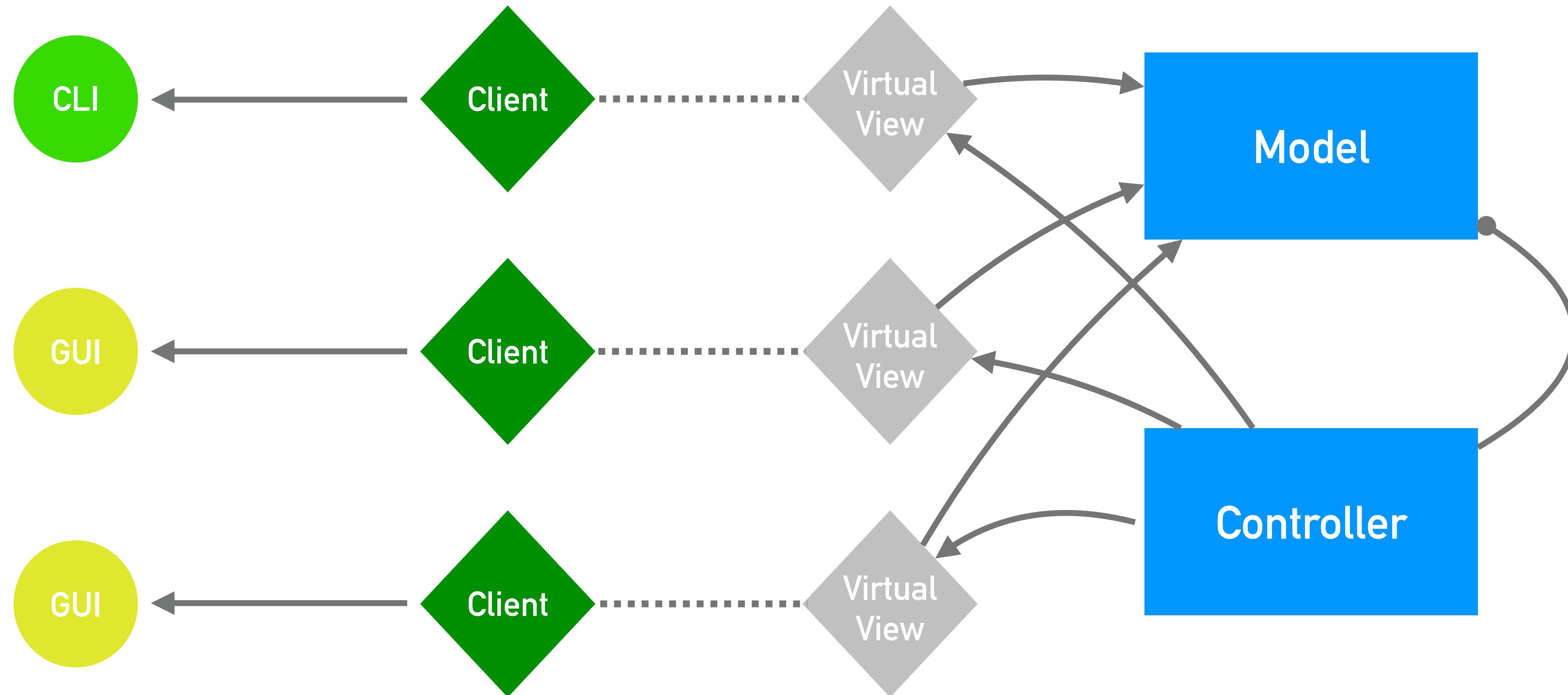




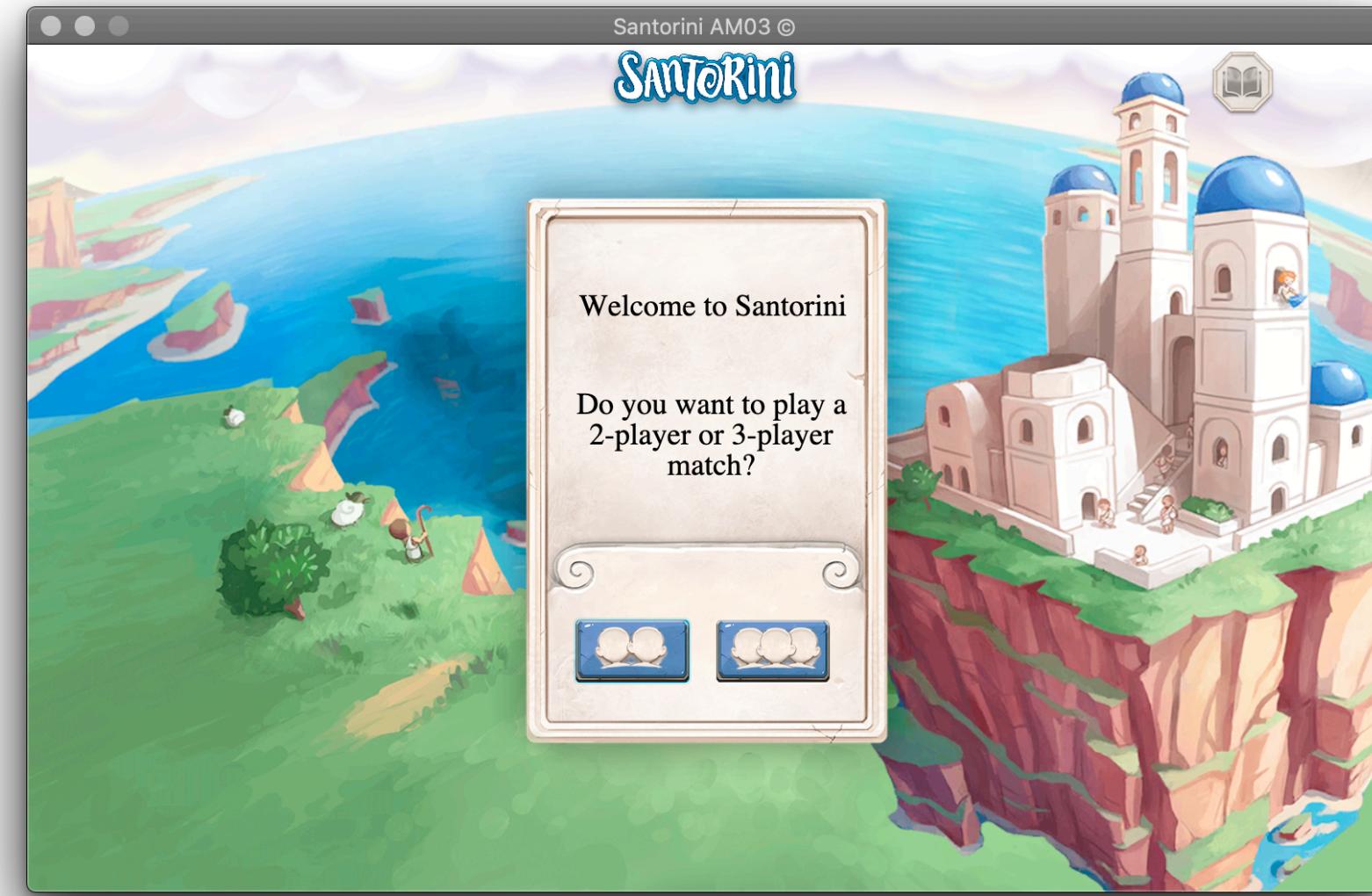
# SANTORINI AM03

*Luigi Altamura, Gianluca Bergamini, Federica Bucchieri*

# GENERAL STRUCTURE



# CONNECTION - GAME LOBBY



Each player can choose to play a three-player or a two-players match.

The **Game Lobby** creates as many **Matches** as needed, combining the players depending on the number of player chosen.



FA: Multiple Games

# CONFIGURATION - XML FILE

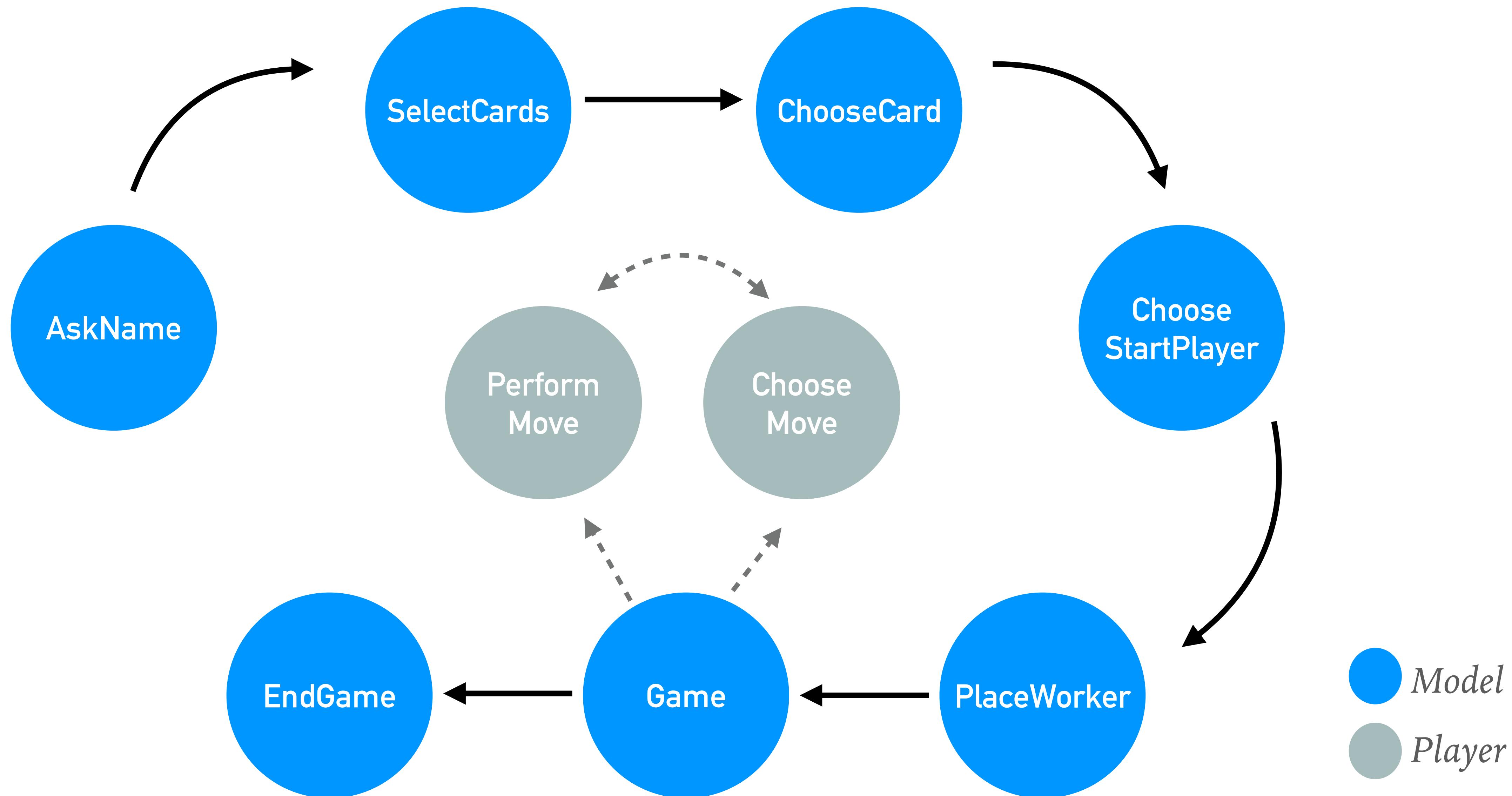
## DECK

```
<card>  
    <Name></Name>  
    <movement></movement>  
    <build></build>  
    <checkwin></checkwin>  
    <endMove></endMove>  
    <distance></distance>  
    <initial></initial>  
    <description></description>  
    <resources></resources>  
</card>
```

## GAMEBOARD

```
<gameboard>  
    <rows>5</rows>  
    <columns>5</columns>  
    <drop>1</drop>  
</gameboard>
```

# MODEL AND PLAYER STATES



# TURN IMPLEMENTATION

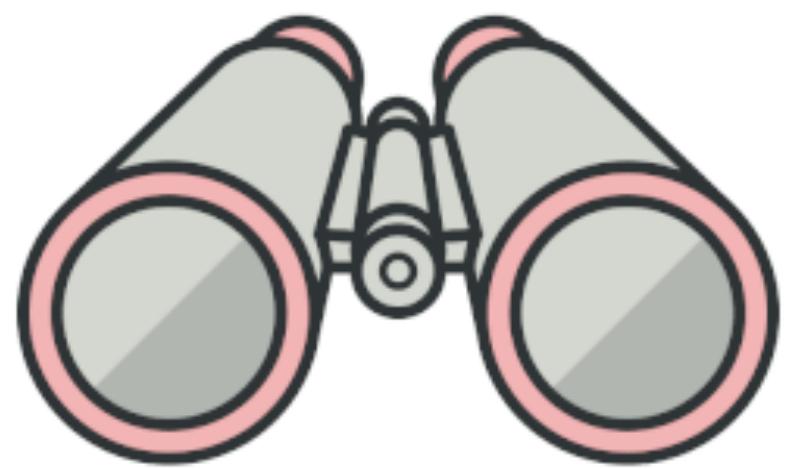
InitialMove + MovementType + BuildType + EndMove



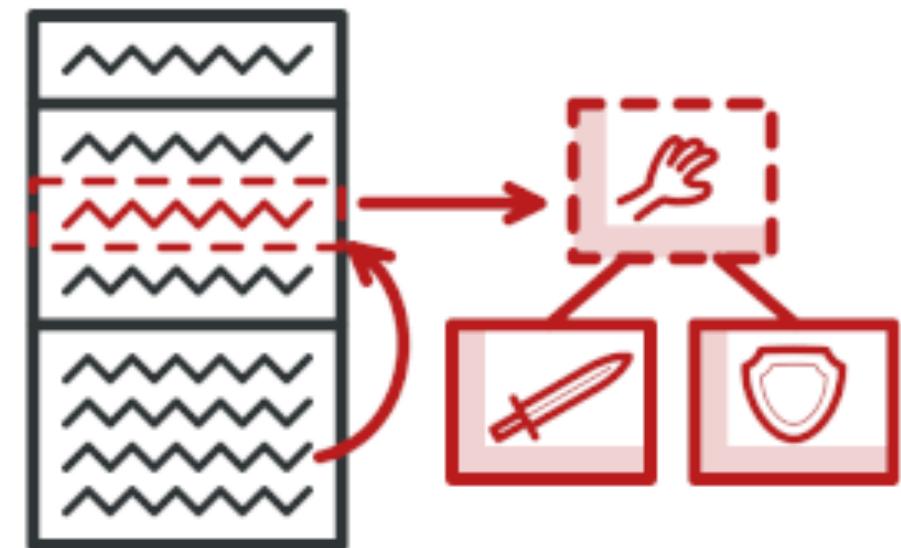
WinType

# DESIGN PATTERNS

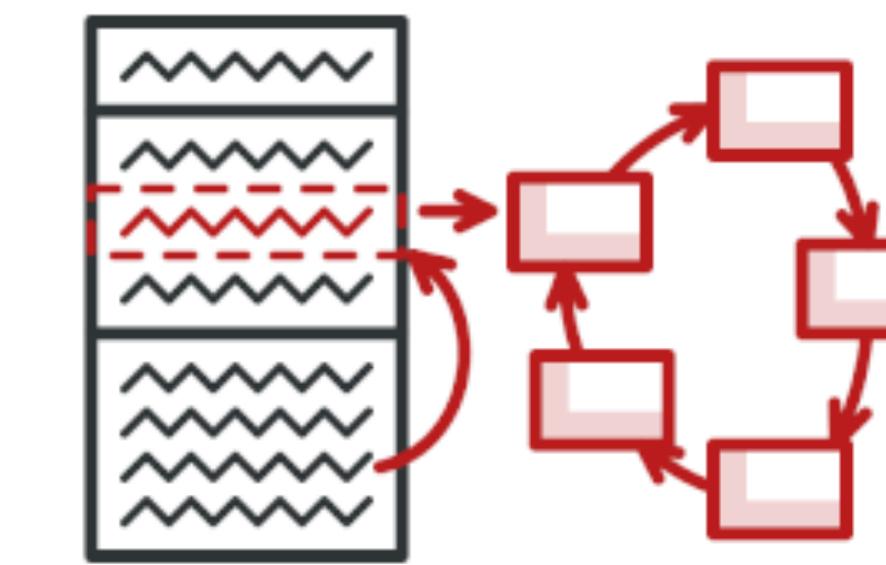
SERVER SIDE



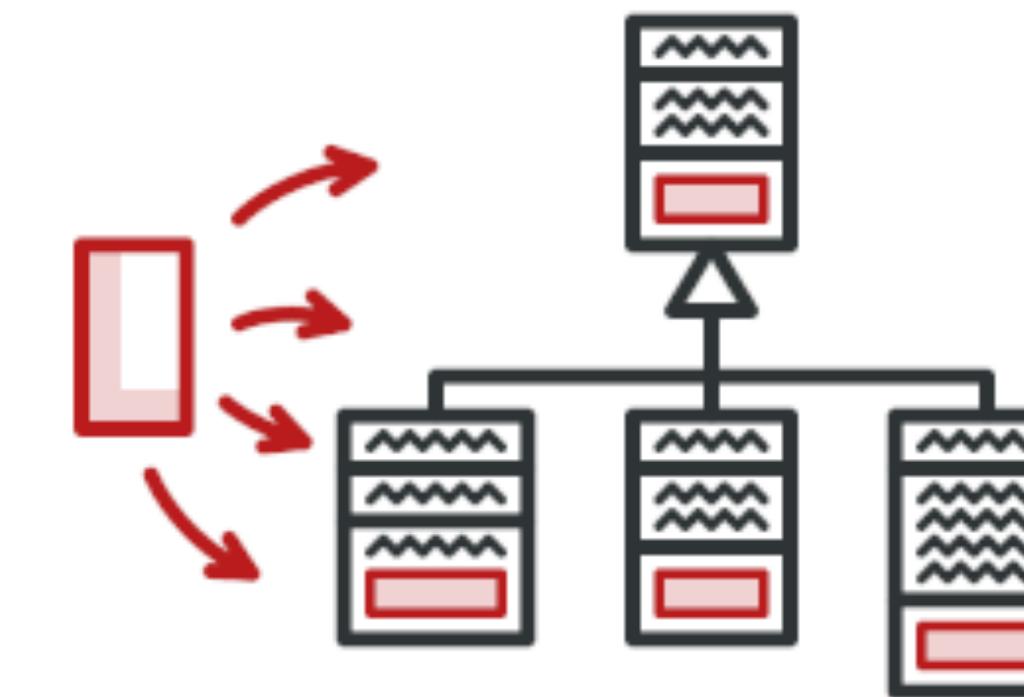
Observer



Strategy



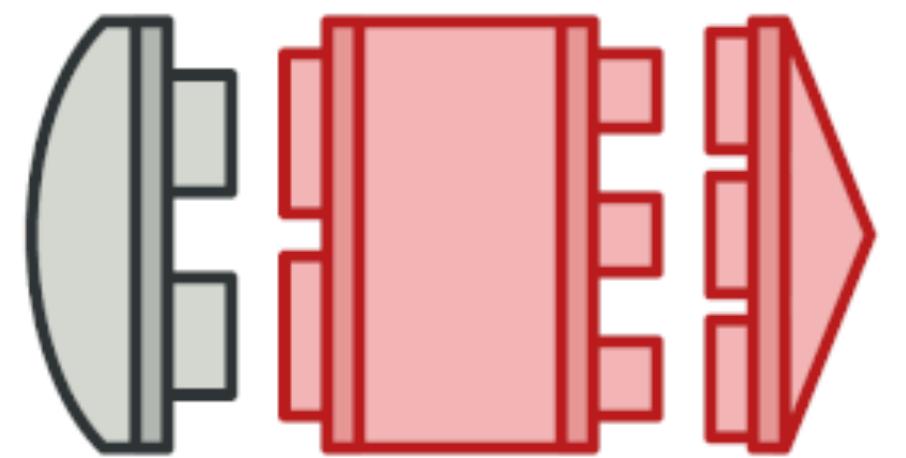
State



Visitor

# DESIGN PATTERNS

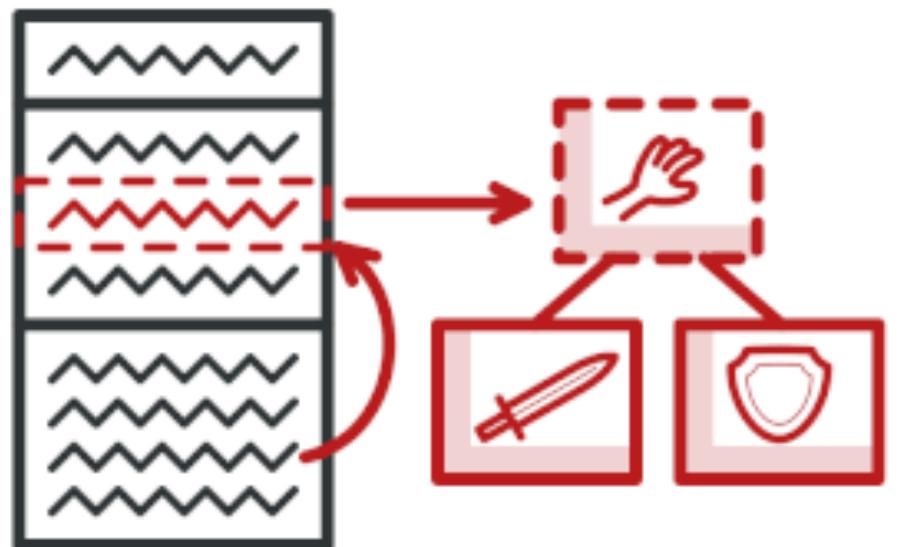
CLIENT SIDE



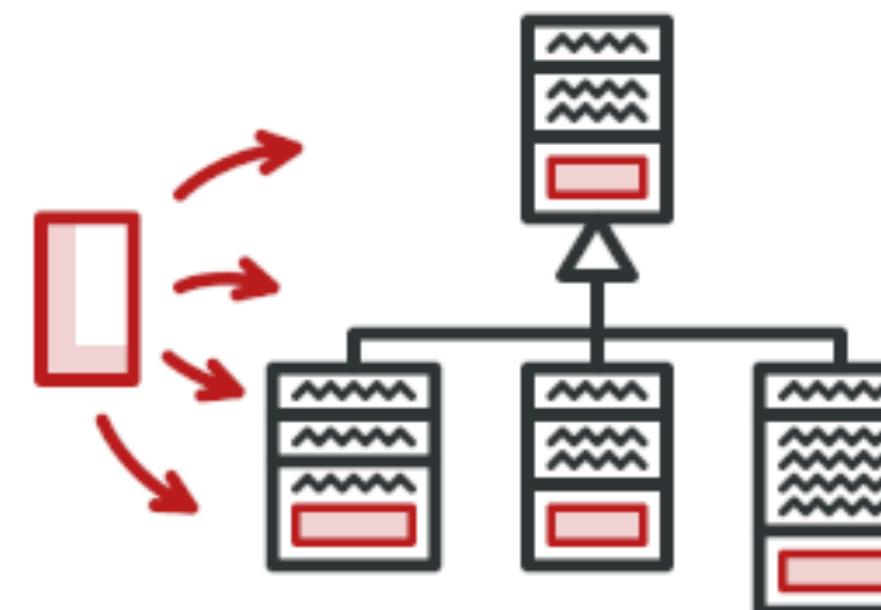
Adapter



Command



Strategy



Visitor

# CLIENT SIDE FEATURES

JAVAFX

CLIENT MEMORY

GAMEBOARD TO CLIENT

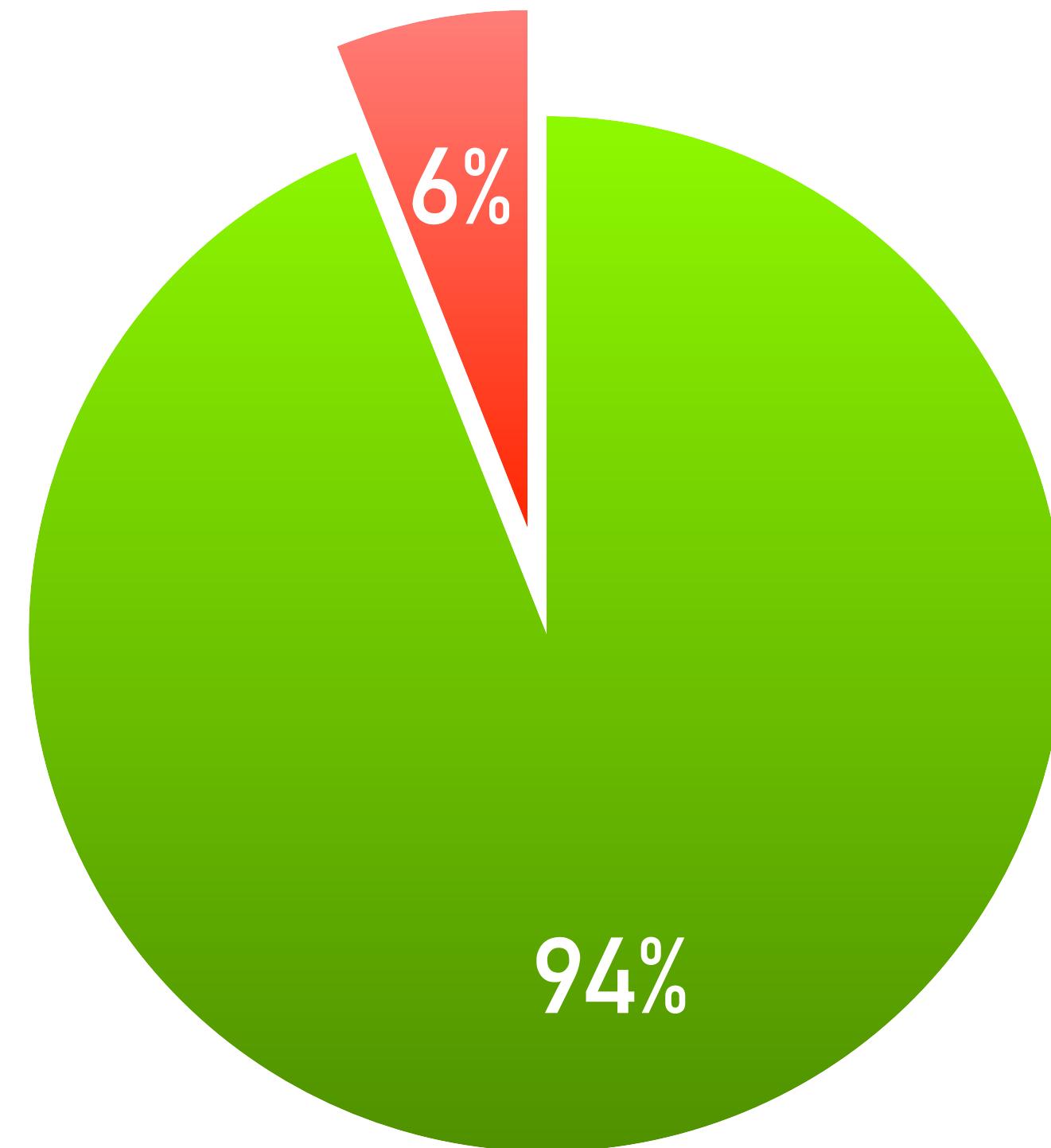
MESSAGE TO EVENT CONVERTER

# TEST SPECIFICS

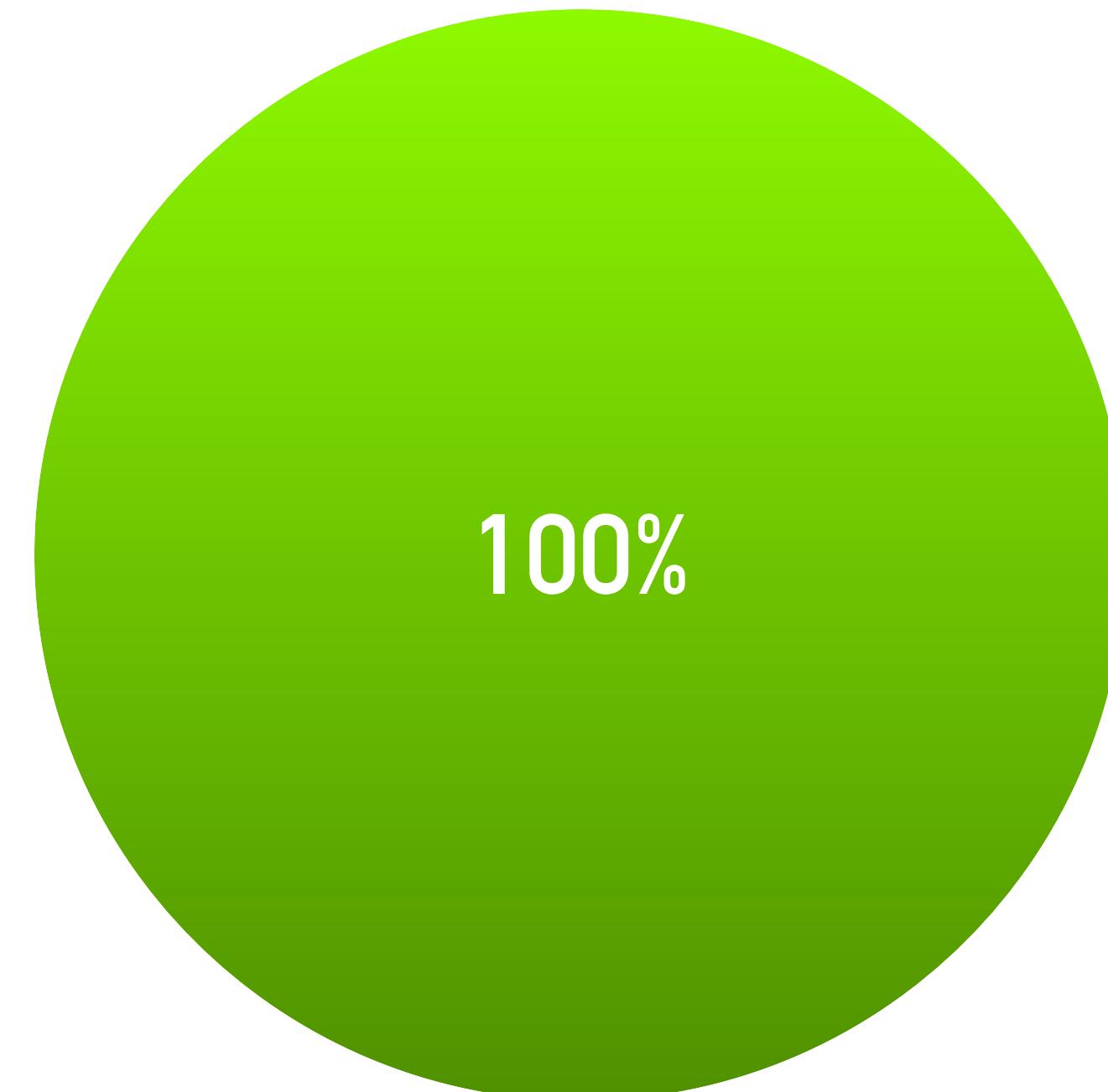
Model classes coverage is 94% (line coverage) and 100% (class coverage).

The Controller class was not tested because it only relies on Model and VirtualView methods.

Lines Coverage



Class Coverage



# IMPLEMENTED FA

## ADVANCED GODS



## MULTIPLE GAMES



# EXTRA

- Customizable configuration file and card resources folder
- BOT (players read from file)
- Multi-language support
- Unique JAR (Client&Server) with support guide for command line arguments
- Customizable Deck + 3 new cards

