

Design Decisions

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This milestone 2's design iteration intends to expand upon the user interface aspect of the game. In implementing a GUI, a game frame and game controller were added to our existing design to conform to the model, view controller design pattern. The MVC design pattern allowed us to easily transform the code from simple command line user interface in milestone 1 to a fully interactive graphical user interface. As per the milestone 2 specifications, the GUI is comprised of a JFrame and can be controlled via mouse input. Upon launching the game, the user is prompted to input the number of players and their names, after which the game begins. One of the main design decisions we made was to only display board and piece statuses, and the user's options, massively simplifying the design of the frame. The GUI features a frame comprised of two JPanels, a status panel, and an options panel. The status panel contains information about the current status of the game displayed using JLabels. The includes the tile a piece is on, the piece's balance and its owned properties. The options panel contains buttons to make gameplay decisions. For example, at the start of each players turn, the buttons read "Check Status", "Pass Turn" and "Quit Game". Upon landing on an unowned tile, the buttons read "Buy Property" and "Do not buy Property". These two panels contain all the information a user needs to play a game of monopoly.