

Design Decisions for Milestone 4

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Overview

This document will outline the design decisions for each of the new features added to milestone 4 of team 16's monopoly game. In milestone 4, teams were required to implement a save and load feature using java serialization and international versions with different properties, railroads, utilities, and currency.

Save and Load

The save and load feature was implemented using java serialization that reads from .ser files created by the user. Upon start-up, the user will be prompted to either start a new game, or load from a previous game. If the user selects load game, the user will be prompted to enter the filename of the game save. If the file is not found, the user will be prompted to enter a new filename or exit the program. When in game, the user can choose to save the game at any one of the player's turns. If the player chooses to save the game, they will be prompted for a filename and then they will exit the game. The save functionality acts as a save and quit to ensure the user picks up where the last left off in game.

Import an International Version

The international versions were created as custom XML files that are parsed using the SAX parser. The XML format designed for international versions were formatted to be as simple and descriptive as possible. All types of tiles on the board are shown clearly by their respective names (Go, Jail, Parking, SendJail, Property, Railroad, and Utility) with attributes clearly reinforcing what Tile these attributes are meant for with clear prefixes for their respective tile (i.e., PropertyName, RailroadOwned, UtilityPrice). The user, currently, can choose between three versions, a US version, Canada version, or UK version.