SQUADRON AWESOME

TEAM xxx

R2 PRESENTATION

TOPICS COVERED

- New User Stories for Release 2
- Classes Implemented in R2
- Design Considerations
- Updated Program Design (UML)
- Project Testing
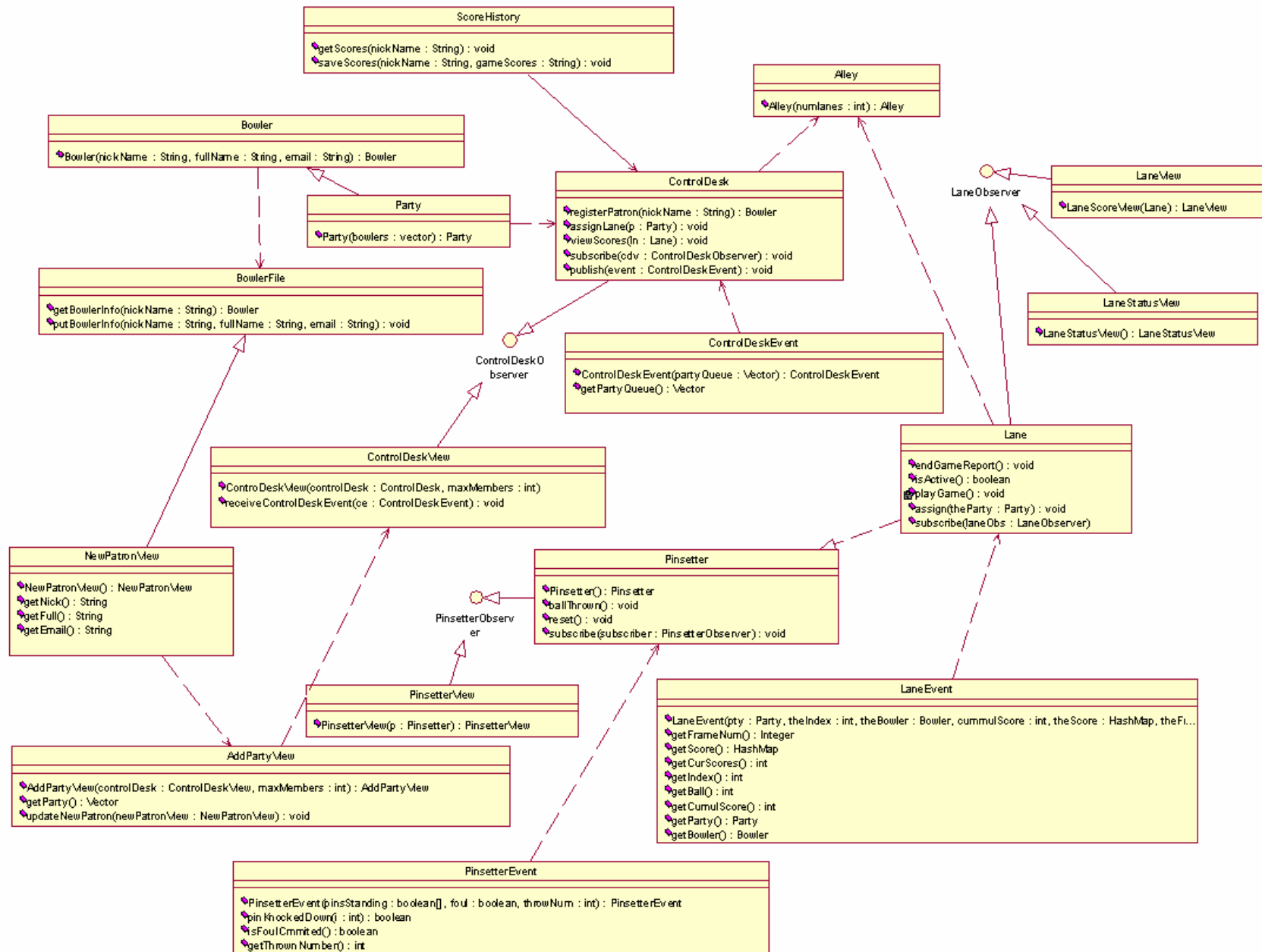- Demonstrations

NEW USER STORIES FOR RELEASE 2

- A Ball Hits the Cycle Switch on the Pinsetter

- Pinsetter Resets

- LaneView Receives an Event

- PinsetterView Receives and Event

- The Party Is Prompted to Find Out If They Wish to Play Another Game

- A Party Leaves a Lane

CLASSES IMPLEMENTED IN R2

- AddPartyView, NewPatronView

- ControlDeskView, ControlDeskEvent, ControlDeskObserver

- EndGamePrompt

- LaneView, LaneEvent, LaneObserver

- PinsetterView, PinsetterEvent, PinsetterObserver

DESIGN CONSIDERATIONS

- Event Driven

- Model / View / Controller

- Observer Pattern

- Multi-threaded

UPDATED PROGRAM DESIGN

PROJECT TESTING

- Assigning a Party to a Lane
  - Waits for an open lane
  - Assign party from waiting list
  - Remove party from waiting list
- Game is Over
  - Send individual score reports to control desk
  - Ask if party wishes to bowl again

DEMONSTRATIONS

- Parties Arrive at Control Desk

- Register New Patrons

- Assign Party to Lane

- Play Games of Bowling

- Complete Games and Check Out