```csharp
1  using PusherServer;
2  using System;
3  using System.Collections.Generic;
4  using System.Linq;
5  using System.Text;
6  using System.Threading.Tasks;
7  using System.Windows;
8  using System.Windows.Controls;
9  using System.Windows.Data;
10 using System.Windows.Documents;
11 using System.Windows.Input;
12 using System.Windows.Media;
13 using System.Windows.Media.Imaging;
14 using System.Windows.Navigation;
15 using System.Windows.Shapes;
16
17
18 namespace QuiddichV2._0
19 {
20     /// <summary>
21     /// Interaction logic for PlayGame.xaml
22     /// </summary>
23     public partial class PlayGame : Page
24     {
25         string APP_ID = "100678";
26         string APP_KEY = "1d1713fb67cdc97cee0e";
27         string APP_SECRET = "97f15eb967ee36a6ae42";
28         Pusher pusher;
29         private Team team1;
30         private Team team2;
31
32         int scoreTeam1 = 0;
33         int scoreTeam2 = 0;
34
35
36         List<Player> team1Players;
37         List<Player> team2Players;
38
39
40         public PlayGame()
41         {
42             InitializeComponent();
43             pusher = new Pusher(APP_ID, APP_KEY, APP_SECRET);
44         }
45
46         public PlayGame(Team team1, Team team2)
47         {
48             InitializeComponent();
49             pusher = new Pusher(APP_ID, APP_KEY, APP_SECRET);
50             this.team1 = team1;
51             this.team2 = team2;
52             btnNewMatch.IsEnabled = false;
53
54             setButtons(team1, team2);
55         }
56
57         private void btnNewMatch_Click(object sender, RoutedEventArgs e)
58         {
59             this.startGame();
60         }
61
62         private void btnBack_Click(object sender, RoutedEventArgs e)
63         {
64             if (btnNewMatch.IsEnabled)
65             {
66                 MessageBoxResult result = MessageBox.Show("Are you sure you want to stop reporting    ↵
```

```
        before the match ends?",
                                                "Match Not Over", MessageBoxButton.YesNo,
                                                MessageBoxImage.Question);

                switch (result)
                {
                    case MessageBoxResult.Yes:
                        ReporterMenu reporterMenu = new ReporterMenu();
                        NavigationService.Navigate(reporterMenu);
                        break;
                }
            }
        }

        #region Button setup

        private void setButtons(Team team1, Team team2)
        {

            team1Players = PlayerDB.GetPlayers(team1.TeamID);
            team2Players = PlayerDB.GetPlayers(team2.TeamID);

            for (int i = 0; i < team1Players.Count; i++ )
            {
                if(team1Players[i].Position == QuiddichDB.GetPlayer(team1.TeamID, "Seeker").Position)
                {
                    team1Button4.Content = team1Players[i].LastName;
                }
            }

            for (int i = 0; i < team2Players.Count; i++)
            {
                if (team2Players[i].Position == QuiddichDB.GetPlayer(team2.TeamID, "Seeker").Position)
                {
                    team2Button4.Content = team2Players[i].LastName;
                }
            }

            for (int i = 0; i < 2; i++ )
            {
                if (team1Players[i].Position == QuiddichDB.GetPlayer(team1.TeamID, "Chaser").Position)
                {
                    team1Button1.Content = team1Players[i].LastName;
                    team1Button2.Content = team1Players[i + 1].LastName;
                    team1Button3.Content = team1Players[i + 2].LastName;
                }

                if (team2Players[i].Position == QuiddichDB.GetPlayer(team2.TeamID, "Chaser").Position)
                {
                    team2Button1.Content = team2Players[i].LastName;
                    team2Button2.Content = team2Players[i + 1].LastName;
                    team2Button3.Content = team2Players[i + 2].LastName;
                }
            }

            team1Button0.Content = team1.AbbrName;
            team2Button0.Content = team2.AbbrName;

        }

        private void startGame()
        {
            team1Button0.IsEnabled = true;
            team1Button1.IsEnabled = true;
            team1Button2.IsEnabled = true;
            team1Button3.IsEnabled = true;
```

```csharp
132             team1Button4.IsEnabled = true;
133
134             team2Button0.IsEnabled = true;
135             team2Button1.IsEnabled = true;
136             team2Button2.IsEnabled = true;
137             team2Button3.IsEnabled = true;
138             team2Button4.IsEnabled = true;
139
140             btnNewMatch.IsEnabled = false;
141         }
142
143         private void endGame()
144         {
145             team1Button0.IsEnabled = false;
146             team1Button1.IsEnabled = false;
147             team1Button2.IsEnabled = false;
148             team1Button3.IsEnabled = false;
149             team1Button4.IsEnabled = false;
150
151             team2Button0.IsEnabled = false;
152             team2Button1.IsEnabled = false;
153             team2Button2.IsEnabled = false;
154             team2Button3.IsEnabled = false;
155             team2Button4.IsEnabled = false;
156
157             btnNewMatch.IsEnabled = true;
158         }
159
160         #endregion
161
162         #region Team 1 buttons
163
164         private void team1Button0_Click(object sender, RoutedEventArgs e)
165         {
166             scoreTeam1 += 10;
167             pusher.Trigger("my-channel", "my-event", new
168             {
169                 message = team1.TeamName + " scored 10 points!" + "\n" +
170                   team1.TeamName + " has " + scoreTeam1 + " points!"
171             });
172         }
173
174         private void team1Button1_Click(object sender, RoutedEventArgs e)
175         {
176             scoreTeam1 += 10;
177             pusher.Trigger("my-channel", "my-event", new
178             {
179                 message = team1Players[0].LastName + " scored 10 points!" + "\n" +
180                   team1.TeamName + " has " + scoreTeam1 + " points!"
181             });
182         }
183
184         private void team1Button2_Click(object sender, RoutedEventArgs e)
185         {
186             scoreTeam1 += 10;
187             pusher.Trigger("my-channel", "my-event", new
188             {
189                 message = team1Players[1].LastName + " scored 10 points!" + "\n" +
190                   team1.TeamName + " has " + scoreTeam1 + " points!"
191             });
192         }
193
194         private void team1Button3_Click(object sender, RoutedEventArgs e)
195         {
196             scoreTeam1 += 10;
197             pusher.Trigger("my-channel", "my-event", new
```

```
198            {
199                    message = team1Players[2].LastName + " scored 10 points!" + "\n" +
200                     team1.TeamName + " has " + scoreTeam1 + " points!"
201            });
202        }
203
204        private void team1Button4_Click(object sender, RoutedEventArgs e)
205        {
206            string winner;
207
208            scoreTeam1 += 150;
209
210            if (scoreTeam1 > scoreTeam2)
211            {
212                    winner = team1.TeamName.Trim() + " wins the match!";
213            }
214            else
215            {
216                    winner = team2.TeamName.Trim() + " wins the match!";
217            }
218
219            pusher.Trigger("my-channel", "my-event", new
220            {
221                    message = team1Players[3].LastName + " scored 150 points!" + "\n" +
222                     team1.TeamName + " has " + scoreTeam1 + " points!" + "/n" +
223                     winner
224            });
225
226            this.endGame();
227        }
228
229        #endregion
230
231        #region Team 2 buttons
232
233        private void team2Button0_Click(object sender, RoutedEventArgs e)
234        {
235            scoreTeam2 += 10;
236            pusher.Trigger("my-channel", "my-event", new
237            {
238                    message = team2.TeamName + " scored 10 points!" + "\n" +
239                     team2.TeamName + " has " + scoreTeam2 + " points!"
240            });
241        }
242
243
244
245        private void team2Button1_Click(object sender, RoutedEventArgs e)
246        {
247            scoreTeam2 += 10;
248            pusher.Trigger("my-channel", "my-event", new
249            {
250                    message = team2Players[0].LastName + " scored 10 points!" + "\n" +
251                     team2.TeamName + " has " + scoreTeam2 + " points!"
252            });
253        }
254
255        private void team2Button2_Click(object sender, RoutedEventArgs e)
256        {
257            scoreTeam2 += 10;
258            pusher.Trigger("my-channel", "my-event", new
259            {
260                    message = team2Players[1].LastName + " scored 10 points!" + "\n" +
261                     team2.TeamName + " has " + scoreTeam2 + " points!"
262            });
263        }
```

```
264
265        private void team2Button3_Click(object sender, RoutedEventArgs e)
266        {
267            scoreTeam2 += 10;
268            pusher.Trigger("my-channel", "my-event", new
269            {
270                message = team2Players[2].LastName + " scored 10 points!" + "\n" +
271                 team2.TeamName + " has " + scoreTeam2 + " points!"
272            });
273        }
274
275        private void team2Button4_Click(object sender, RoutedEventArgs e)
276        {
277
278            string winner = "";
279
280            scoreTeam2 += 150;
281
282            if (scoreTeam1 > scoreTeam2)
283            {
284                winner = team1.TeamName.Trim() + " wins the match!";
285            }
286            else
287            {
288                winner = team2.TeamName.Trim() + " wins the match!";
289            }
290
291            pusher.Trigger("my-channel", "my-event", new
292            {
293                message = team2Players[3].LastName + " scored 150 points!" + "\n" +
294                 team2.TeamName + " has " + scoreTeam2 + " points!" + "\n" +
295                 winner
296            });
297
298            this.endGame();
299        }
300
301        #endregion
302
303
304
305
306    }
307 }
308
```