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CST8221

A22: Documentation

Part One:

* Controller: For our controller, and controller class the main aspects that we will be utilizing within this class will be the configuration of the game. Some examples of this include: we will also use this to manage our game timer, which entails the timer running, and the resetting of the timer as well.
* View: For the View we will be updating the mark box to incorporate the colors needed to differentiate between “correct”, “incorrect”, and “marked” as well as adding the ability to change those colors with the color chooser dialog suggested. Other dialog includes the About menu, which gives a brief paragraph describing the game to the user, it is also worth noting that the View class will update aspects of the game for us, including the colors chosen by the user as well as our points section. The View class is also being used to display the splash screen which will display for 2 seconds, after this the class will be responsible for initializing the game.
* Model: Creating the ability to configure the grid size (5x5, 10x10, etc.) will be included into the Model class, using an array determining the dimensions provided. This class will also include our configuration strings. Essentially the Model class will be responsible for upholding and maintaining the data needed for the user customization of the grid.

Part Two:

The key difference we found between our application and the previous configuration is mainly within our layout of information within the GUI, as well as making some changes to the way our menus open as well.

Some other patterns that our application could make use of include a flyweight pattern in order for our program to be simplified, this will simplify our program in that it would allow us to reuse objects by sharing them amongst the program, creating less clutter in our source code. This will make it easier for us to go back and tweak things later on where we see fit for the user.