

Aim

A youth-friendly version of poker needs an upgrade.

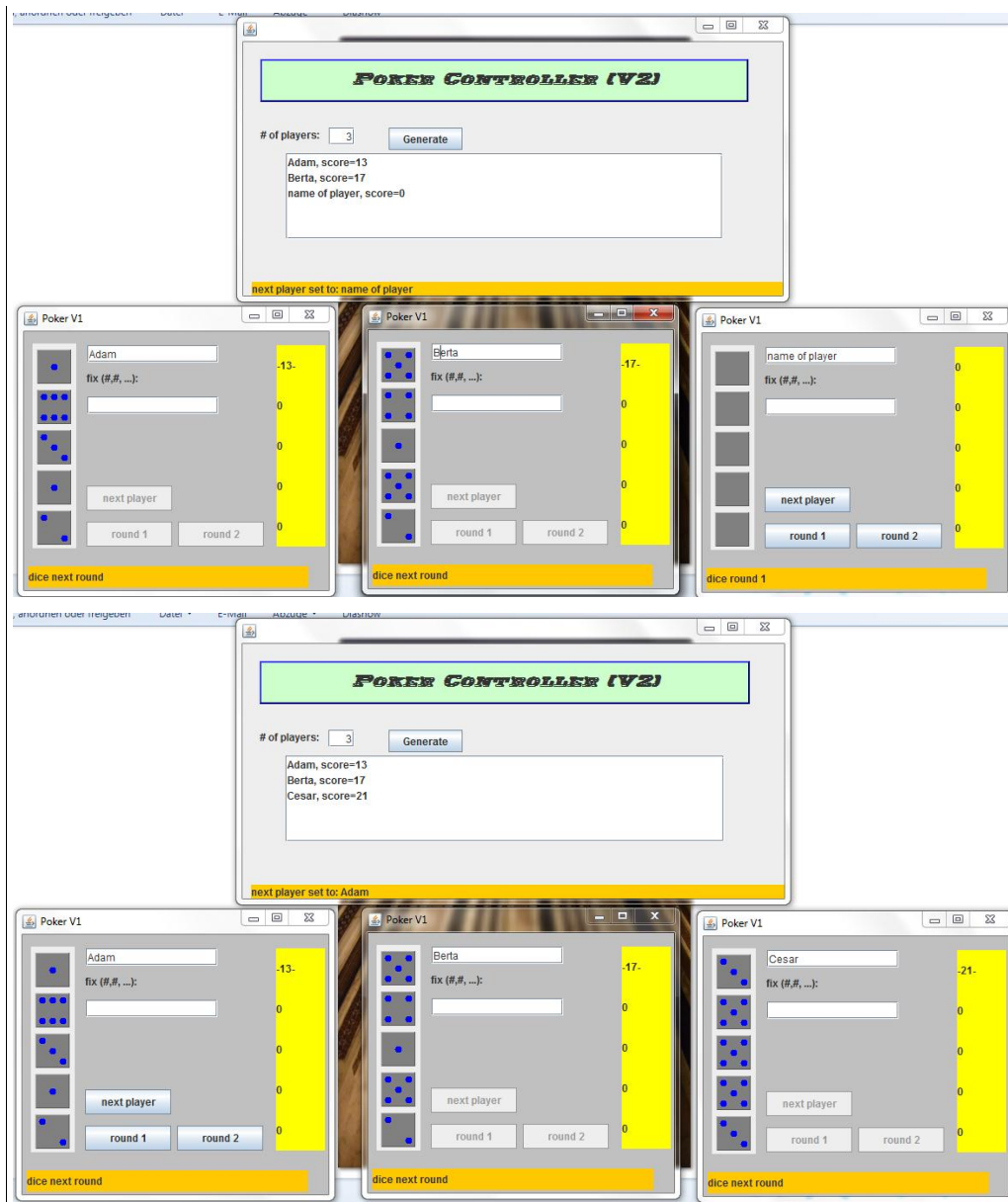
User's View

The screenshots show the following sequence of events:

- Initial Setup:** The 'Poker Controller (V2)' window shows '# of players: 3' and a 'Generate' button. A red box highlights the 'Generate' button, and a red box highlights the '3'. A green box highlights the list of players (name of player, score=0). A green arrow points from the 'Generate' button to the list of players.
- Player Enabled:** The 'Poker V1' window shows 'name of player' and 'fix (#, #, ...):'. A blue box highlights the 'next player' button, and a blue box highlights the 'round 1' and 'round 2' buttons. A blue arrow points from the 'next player' button to the 'round 1' and 'round 2' buttons.
- Round Start:** The 'Poker V1' window shows 'dice round 1' and 'dice next round'.

The sequence of events is as follows:

- start app,
- enter # of players
- press GENERATE
- list of players and display name of current player
- player enabled
- Adam enters his name
- plays 2 rounds
- presses NEXT
- informs controller to gain control again
- controller
 - refreshes list
 - enables next player
 - disable all other players



next player in a similar way

now it is Adam's turn again

To Do

- Controller
 - action when pressing GENERATE:
 - generate **App1Poker** – instances (read number from textfield)
 - store instances in a collection
 - write info of generated instances into list (name of player and score (see interface **IApp1Poker**))
 - set the current (= enabled) player
 - inform instances to enable resp. disable their buttons
 - set appropriate message

- Controller
 - action when current player calls **setNextPlayer()**:
 - set the next (= enabled) player
 - write info of generated instances into list (name of player and score (see interface **IAppIPoker**))
 - inform instances to enable resp. disable their buttons
 - set appropriate message
- AppIPoker
 - has to implement the interface **IAppIPoker**
 - when player has finished, **setNextPlayer()** from controller has to be called
 - to get the one and only instance of the controller call
 - `PokerController pc = PokerController.newInstance();`¹

¹ see chapter „Singleton – Pattern“