

## TEAM 1 CRC CARDS

Server	
<u>Responsibilities</u> Accepts Clients Starts a new Game Receive/Send messages to all the clients Number of players Names of players Number of AIs Number of ServerThreads	<u>Collaborators</u> Client GameEngine AI Observer
ServerThread	
<u>Responsibilities</u> Connects to a ClientThread Receives messages to send to the Server Sends messages from the Server to the ClientThread ClientThread address Buffered stream reader Buffered stream writer	<u>Collaborators</u> Server ClientThread
Client	
<u>Responsibilities</u> Connect to the Server Receive/Send messages to the Client Displays the main GUI Window ServerThread Buffered stream reader	<u>Collaborators</u> Server MainWindowController
ClientThread	
<u>Responsibilities</u> Connects to a ServerThread Receives messages from the ServerThread to the Client Sends message from the Client to the ServerThread	<u>Collaborators</u> Client Serverthread

GameEngine	
<u>Responsibilities</u> All of the Game logic Sends/Receives message to/from the Server Keeps track of Player's hands Number of Players Tournament colour Who the Players are Cards in the deck Who the current player is	<u>Collaborators</u> Server Player Card

Player	
<u>Responsibilities</u> Start a tournament Choses a tournament colour Play a card End their turn Withdraw from a tournament Win a game Name Cards	<u>Collaborators</u> GameEngine AI Card

AI	
<u>Responsibilities</u> Start a tournament Choses a tournament colour Play a card End their turn Withdraw from a tournament Win a game Name Cards	<u>Collaborators</u> Server Card Strategy Player

Strategy	
<u>Responsibilities</u> Sends/Receives messages to/from the AI Starts a tournament Play a card	<u>Collaborators</u> AI StrategyWithdraw StrategyPlayAll

StrategyWithdraw	
<u>Responsibilities</u> Sends/Receives messages to/from the AI Starts a tournament Play a card End their AI's turn Withdraws from a tournament Win a tournament Cards at hand Tournament colour Who the current player is	<u>Collaborators</u> AI Strategy Card

StrategyPlayAll	
<u>Responsibilities</u> Sends/Receives messages to/from the AI Starts a tournament Play a card End their AI's turn Withdraws from a tournament Win a tournament Cards at hand Tournament colour Who the current player is AI's points that it played Other player's points	<u>Collaborators</u> AI Strategy Card

Card	
<u>Responsibilities</u> Indicate points or actions made by players	<u>Collaborators</u> GameEngine Player

Observer	
<u>Responsibilities</u> Send/Receive messages to/from its corresponding Subjects	<u>Collaborators</u> Server Client MainWindowController

Subject	
<u>Responsibilities</u> Send/Receive message to/from its corresponding Observers	<u>Collaborators</u> AI MainWindowController MainWindow

MainWindowController	
<u>Responsibilities</u> Displays the appropriate screen Send/Receives commands from the Client to execute Receives commands from the MainWindow Number of Player Name of the players Tournament colour What buttons are clicked What card is selected Player's score	<u>Collaborators</u> Client MainWindow

MainWindow	
<u>Responsibilities</u> Displays the appropriate screen Send/Receives messages/commands to/from the MainWindowController Logs each player's activity Name of the players Number of players Each player's point What card is selected What buttons are clicked Tournament colour	<u>Collaborators</u> MainWindowController