

Design Patterns

Information Expert

Have we used this pattern?- Yes, Game Board class has been assigned a lot of responsibility since it has all the necessary information required.

Creator

Have we used this pattern?-Yes, Game Board creates players and tracks player types.

Low Coupling

Have we used this pattern?- Yes we have ensured there are minimum relationships between each classes.

High Cohesion

Have we used this pattern?-No

Could we have used this pattern?- Yes, most of our classes are broad and unfocused and could have been made to address issues that are very similar.

Controller

Have we used this pattern?-Yes, MoveHandler is a partial controller class since it mediates between UI and domain but also keeps track of the AI moves as well.

Indirection

Have we used this pattern?- Yes, getPieceColor() method in GameSpace. GameBoard calls this instead of a method to get the piece and then another method to get the colour.

Polymorphism

Have we used this pattern?-No

Could we have used this pattern?- Yes we could have built a relationship between a stack and a piece,

Protected Variations

Have we used this pattern?-Yes, getPieceColor() is an example of protected variations since we use 1 method call instead of 2 to get the piece and colour.

Pure Fabrication

Have we used this pattern?-Yes, MoveHandler is made up to make the code work better and takes some of the burden off Game Board.