

Individual Assignment: Patience is a Virtue

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1 Introduction

1.1 Project description

Patience is a simple card game for one player, in which the objective is to end up with one pile of cards on the table. There are 52 playing cards at the start of the game, all facing downwards in a pack. Player can then deal a card which will be removed from the deck and put on the table facing upwards. By continuing to do so, there could potentially be 52 cards on the table all facing upwards, unless a different move was made. Apart from dealing cards there are two additional valid moves in the game. Cards can be joined together if they have the same suit or value and if:

- They are next to each other
- There are two other cards between them

When joined, the card further to the right will be placed on top of the other, regardless of the order in which they have been selected. Each move is worth 10 points in the game. Therefore because there are 51 available moves in total, the highest possible score is 510 points.

1.2 Game controls

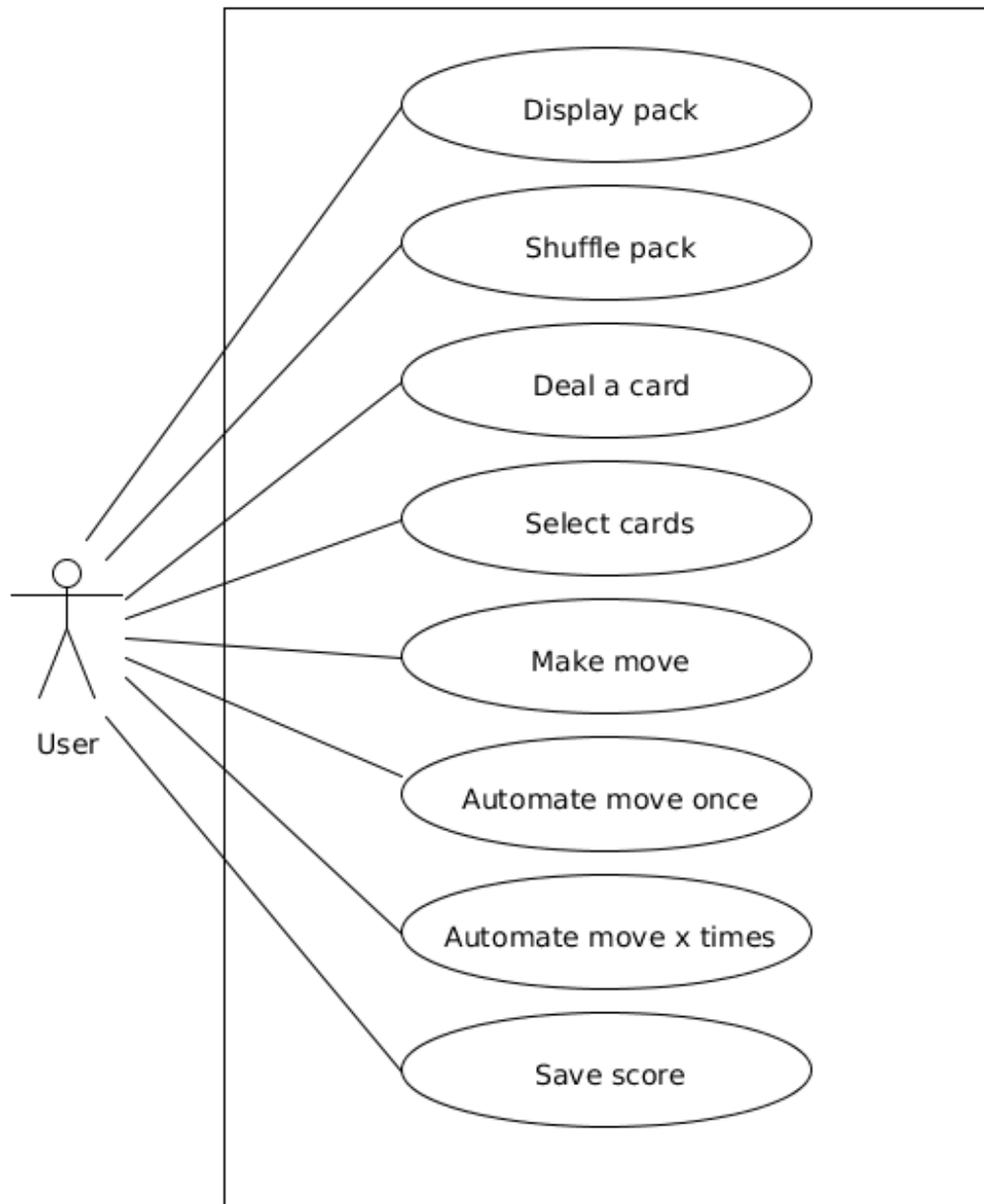
Because the user interface is fully graphical, to play the game user can simply click on the cards. For example if the player wants to deal a card, he should click on the pack and a move will be made. Similarly, to select a card user has to click on it. In order to indicate which card was selected, a blue border will be painted around it.

Additional options are available within the button panel at the bottom of the window. Player can display contents of the pack, as well as shuffle it. Second option is only permitted once and should typically be selected at the start of the game. Pack is not randomized by default due to the requirements specification of the assignment. Last two options allow an automation of the gameplay. Player can either make use of the 'Play for me once' option which as expected will make one valid move in the game, if there is one, or specify the amount of moves to be made by clicking the 'Play for me x times' button.

Game ends either if the automation algorithm detects that there are no more moves available, user presses the 'x' exit button on the top of the window or game is won. Before the application closes, a smaller window will pop up to ask the player to enter his name in order to save his score. User can choose not to store his result by leaving the name field blank.

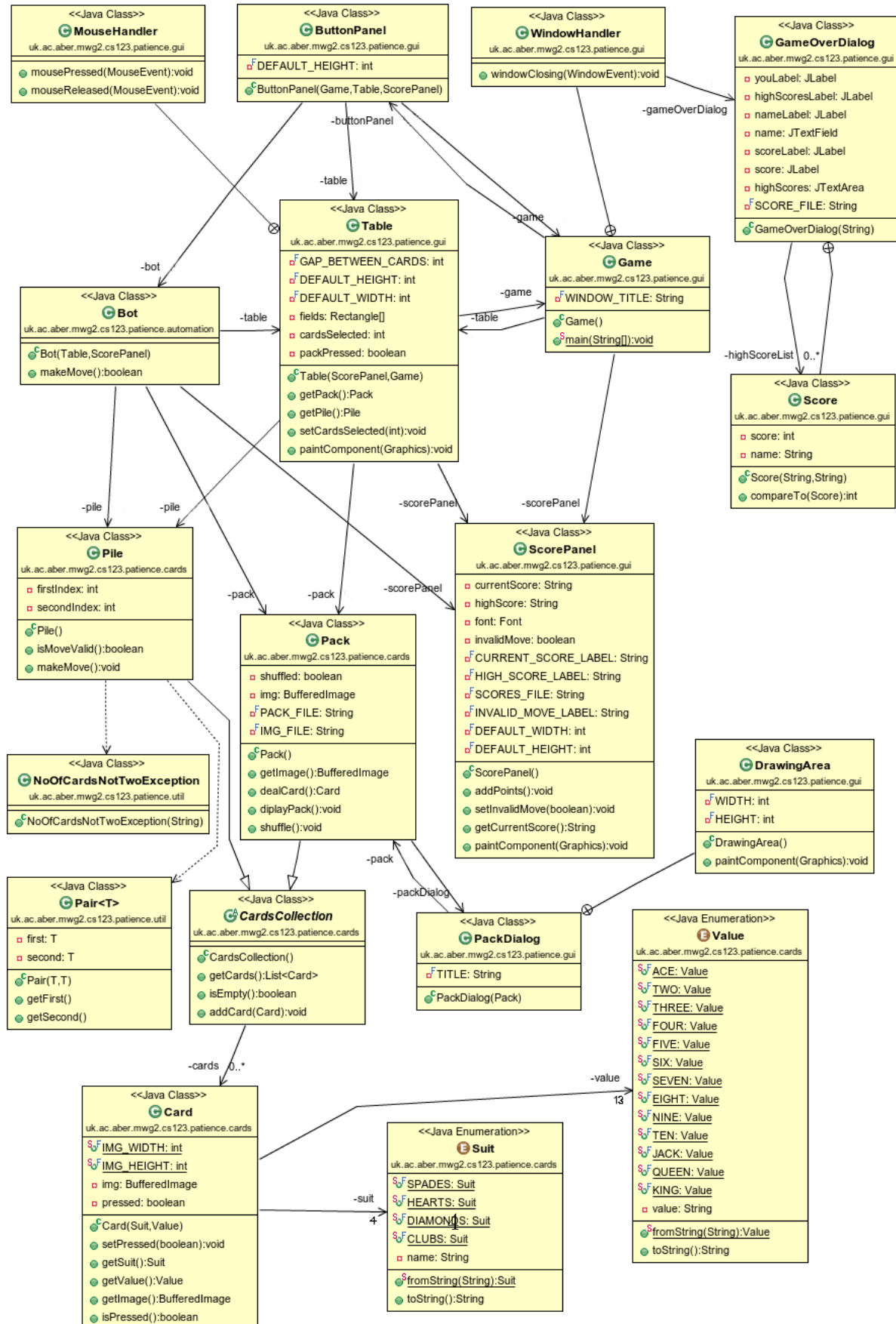
2 Requirements Analysis

2.1 UML Use Case diagram



3 Design

3.1 UML Class diagram



3.2 Description and relationships of each Class

1. **Game** class contains the **main** method and is therefore the starting point of the application. It also extends the **JFrame** class and takes care of the initialization and layout of the **ScorePanel**, **Table** and **ButtonPanel** components within itself.
2. **WindowHandler** is an inner class implemented inside the **Game** class. It extends the **WindowAdapter** class, which means that it can listen and react to the events generated by the window. Whenever a window closing event is being dispatched, this class displays a **GameOverDialog** dialog.
3. **GameOverDialog** is displayed whenever user wins the game or decides to exit the window. He will be then asked to enter his name which will be saved alongside his score. Previously recorded scores are stored inside a txt file **scores.txt** and are loaded into a list of objects of type **Score** whenever game is launched.
4. **Score** is an inner class located inside the **GameOverDialog**. It holds an information about the name of the player and his score in an integer format. **Score** implements the **Comparable<T>** interface, which enables the list of scores to be sorted and presented to the user in a descending order.
5. **ScorePanel** is a GUI **JPanel** on top of the window. It displays the current score of the player, as well as the highest score recorded in the past. Object of this class can be notified if an invalid move has been detected in the game, via the **setInvalidMove** method. Appropriate message will be displayed to notify the player about it. Similarly, other objects can call the **addPoints** method to add 10 points to the current score and update the view.
6. **Table** extends the **JPanel** class and represents the playing table on which cards are being printed. **Pile** is printed on the top of the panel, while **Pack** on the bottom. **Table** object acts the view, whereas its inner class **MouseHandler** as the controller. It will update itself whenever it is notified about the change of either the **Pack** or the **Pile** contents. Similarly, a blue border will be painted around each selected card in the game.
7. **MouseHandler** extends the **MouseAdapter** class and reacts to the events generated by player's mouse. It acts as the controller and enables the user to manipulate cards by clicking and selecting them. Whenever a card is selected, **MouseHandler** will notify the view **Table** to update itself. **MouseHandler** is also making sure that the maximum number of cards selected at any time is not greater than 2. If user selects two cards, **MouseHandler** will try to make a move by calling the **isMoveValid** and **makeMove** methods from the **Pile** object. Then it will tell the **ScorePanel** to either add 10 points to the current score or display the "INVALID MOVE" notification. Finally, it will dispatch the window closing event in case the user wins the game.

8. **CardsCollection** is an abstract class which represents a collection of cards. Internally cards are stored in a list and can be accessed and removed using provided methods.
9. **Pack** extends the **CardsCollection** and represents a 52 cards pack. Cards can be shuffled once and removed from the pack using the **shuffle** and **dealCard** methods respectively. If the **displayPack** method is called, a dialog will pop up showing the contents of the **Pack**.
10. **PackDialog** is a modal dialog box which consists of two components. In the centre of the box, a **DrawingArea** paints current contents of the **Pack**. A button panel is situated on the bottom of the window enabling the player to close the dialog.
11. **DrawingArea** is an inner class inside the **PackDialog**, which extends the **JPanel** and overrides the **paintComponent** method. Its only purpose is to graphically display contents of the **Pack**.
12. **Pile** extends the **CardsCollection** and represents cards dealt from the **Pack** on to the **Table**. It also holds the information about the indexes of the cards which are currently selected. It has two very important methods **isMoveValid** and **makeMove**. First one checks if the two selected cards correspond to any of the known moves in the game, while the second one actually makes the move. **isMoveValid** has to be called before the other one.
13. **NoOfCardsNotTwoException** is thrown whenever the number of pressed cards is not as expected equal to 2.
14. **Pair<T>** a simple generic class which represents a pair of any two objects of the same class. Allows to easily pass around two objects together.
15. **Card** class represents a single playing card. Each card has its value, suit and an image.
16. **Suit** enum represents a suit of a card. Each suit has its corresponding single character String representation, accessible with the **toString** method.
17. **Value** enum represents a value of a card. Each value has its String representation, accessible with the **toString** method.
18. **Bot** object can be used to automate the game. Its only public method **makeMove** tries to make a move in the game and returns **true** if it succeeds or **false** otherwise. Cards in the **Pile** are firstly checked from right to left to see whether it is possible to join any (make a move). If none of the cards can be combined, bot will try to deal a card from the **Pack**. If that fails then the game is over as there are no more available moves, and an appropriate event will be dispatched to display the **GameOverDialog**.

4 Testing

5 Evaluation