Deliverable # 4

Group # 13

Daniel, James, Dylan and Zsanett

*Design Documentation*

*What we hoped to accomplish for this deliverable?*

For this deliverable our goal was to combine the basics of our console game, which is accurately playable, and start to introduce our GUI aspect to it. We have tried to come up with a way to merge the two together and at least create the look we want to accomplish. We have also continued to package our code for better maintainability and readability. We have refactored much of our code that we had written from the previous deliverable for maintainability.

*What we accomplished for this deliverable?*

For this deliverable we have the following accomplished:

1.We added the following classes for the GUI.

* GamePanel
* ImagePanel
* IModel <unimplemented>
* MainFrame
* MainMenu <unimplemented>
* MouseHandler
* PanelListener
* ScorePanel
* MainFrameLauncher
* FrameSwitcher
* ModelController <unimplemented>

Two Classes which game been commented out incase they become necessary in the near future:

* GUIGame
* GUIGameLauncher

3. We had created a Design Diagram, which can be found under Documentation, that includes the UML diagrams for all the above newly added classes for the GUI. We have a GUI that will take you into a game panel when a Single Player or Multiplayer button is clicked. Inside the Game Panel you can find a functional board that returns location, which then will later be useful in moving the actual frog pieces. A couple of extra buttons that we have which will be implemented for extra features are a Scoreboard button. Lastly we have a functioning Quit button which successfully exits the game.

2. We added the following classes for the Logic.

* OutOfBoundsException

|  |
| --- |
| OutOfBoundsException |
| + OutOfBoundsException():constructor  +OutOfBoundsException(error:String):constructor |

4. Another accomplishment was the implementation of our GUI. We have had an ideal look of how we wanted our Checkers game to appear, and we have worked to recreate that in a functioning game.

*What we wish our final project to look like.*

We have a strong idea of how our finished project will look for the last Deliverable. We hope to have a finalized, accurately working Checkers game with Single Player and Multiplayer features. Once we have our desired basic finished product, we can than start enhancing it with some extra ideas we had. One idea we had was to come up with a way to give the Artificial Intelligence player stronger strategic mind. Another bonus feature we hope to implement, if time permits, is a working Scoreboard that will let the players know their wins and losses. One last idea we had for the Single Player option was implementing difficulty level that the user can choose.