

SYSC3110 Monopoly Project Design Decisions

By Group 22

This milestone we implemented the ability to save/load a monopoly game as well as load in international versions of the game. We decided to use XML to save and load versions of the game, as it was fairly simple but also allowed users the ability to read the saved files as opposed to using java serialization where this wouldn't have been possible. Another reason for selecting XML was that since we had to create our own SAX handler it allowed us to have more control when parsing the saved XML files. This was important since property objects had references to player objects and vice versa, it would've been difficult for java serialization to achieve this as both objects would have to be created before they can have a reference to each other. We were able to achieve this through XML parsing by creating different files, as we had a file that contained the board, a file that contained the players, and a file that contained the board type and current player turn. This allowed us to create all the properties first and then when creating the players we were able to link them to their owned properties since the properties were already created. The ability to load international versions of the game was also done through XML as we were able to reuse code from our load saved games method. Our group also refactored our code from previous milestones, such as moving the code that controls the AI from the model into the AI class, as well as fixing general code smells.