

# Assignment 4 Specification and Requirements Documents

Omar Alkersh - alkersho

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The specification for *Two Dots* consists of **Controller**, the main controller in the CV, **View**, the module responsible for the view, **BoardT**, the module holding the board information, **GameState** interface, the interface responsible for the win and lose conditions, and the three implementing modules of **GameState**.

The game is a 2 dimensional board which consists of coloured dots. The main action of the game is to connect at least two adjacent dots, not diagonally. Connecting dots consumes them, lowering the above dots to fill the gap then populates the empty top spots with new random dots. The win and lose conditions are defined by the game type.

There are three specified game types:

- Timer:
  - Gives the player a timer until the game is finished. The player aims to achieve the highest score during the time by connecting dot.
- Score:
  - The player tries to achieve a set score. When achieved the game ends and the player "wins"
- Moves:
  - The player has a limited number of moves before the game is over. During which he have to score a set score else he loses.

To start the game type the command `make run` from the project source, where the makefile is.

# 1 Board Module

## Template Module

BoardT

## Uses

GameState

## Syntax

### Exported Constants

SIZE = 6

### Exported Types

Colour = {Blue, Green, Pink, Red, Orange}

BoardT = ?

### Exported Access Program

Routine name	In	Out	Exception
BoardT	GameState	BoardT	IndexOutOfBoundsException, IllegalArgumentException
consume	set(tuple(i: $\mathbb{N}$ , j: $\mathbb{N}$ ))		
updateBoard			
getCell	$\mathbb{N}, \mathbb{N}$	Colour	IndexOutOfBoundsException

## Semantics

- State Variables

b: seq (seq (Colour))

state: GameState

- State Invariant

$|b| = SIZE$

$\forall i, j : i, j \in \mathbb{N} \wedge 0 \leq i, j < |b| \bullet |b[i]| = |b[j]| \wedge |b[i]| = SIZE$

- Assumptions

BoardT is called before any other routine is called.

- Access Routine Semantics

**new** BoardT(gs):

- transition:  $state, b := gs, board$  such that  $\forall i, j : i, j \in \mathbb{N} \wedge 0 \leq i, j < SIZE \bullet board[i][j] \neq Null$
- output:  $out := self$
- exception: None

consume(set):

- transition: The set of "coordinates" are set to `Null`, then it calls `state.update(|set|, getCell(c))` where  $c \in set$ .
  - \* Coordinates are entries in the 2D array.
  - \* Down means that the object moves to the row below. If an object is at `s[i][j]`, where  $i \neq 0$  then moving down will put it at `s[i-1][j]`.
- output: `None`
- Exception:  $exc := \exists c : c \in set \bullet (0 \leq c.i < SIZE \wedge 0 \leq c.j < SIZE) \implies IndexOutOfBoundsException \mid \neg \forall i, j, k, l : i, j, k, l \in \mathbb{N} \wedge i < SIZE \wedge j < SIZE \wedge k < SIZE \wedge l < SIZE \bullet b[i][j] = b[k][l] \implies IllegalArgumentException$

`updateBoard()`

- transition: All non-null cells are moved "down". Finally the remaining `Null` cells are set to different colours.
- output: `None`
- Exception: `None`

`getCell(i, j)`

- transition: `None`
- output:  $out := b[i][j]$
- Exception:  $exc := (0 \leq i < SIZE \wedge 0 \leq j < SIZE) \implies IndexOutOfBoundsException$

## 2 Controller Module

### Module

Controller

### Uses

GameState, BoardT, View

### Syntax

#### Exported Constants

#### Exported Types

#### Exported Access Program

Routine name	In	Out	Exception
Controller		Controller	

### Semantics

- State Variables
  - board: BoardT
  - game: GameState
  - win: View
- Environment Variables
- State Invariant
- Assumptions
- Access Routine Semantics
  - new** Controller:
    - transition: calls View with the correct parameters.
    - out: None
    - Exceptions: None
- Local Functions

### 3 View Module

#### Module

View

#### Uses

#### Syntax

#### Exported Constants

#### Exported Types

View = ?

#### Exported Access Program

Routine name	In	Out	Exception
View	WindowListener, ActionListener, ActionListener		
gameMenu	ActionListener, ActionListener, ActionListener		
startGame	GameState, BoardT, MouseListener, KeyListener		
showPause	ActionListener, ActionListener, ActionListener		
showWin			
showLose			
updateBoard			
connectToMouse	$\mathbb{N}, \mathbb{N}$		
drawConnection	$\mathbb{N}, \mathbb{N}, \mathbb{N}, \mathbb{N}$		
updateLabels			

#### Semantics

- State Variables
  - board: BoardT
  - game: GameState
- Environment Variables screen : The screen.
- State Invariant
- Assumptions All functions are called after View has been called.
  - startGame is called after gameMenu.
  - gamePause is called after startGame.
  - showWin and showLose are called only when *state.running() = false*.
  - updateBoard is called only after startGame and while *state.running() = true*.
- Access Routine Semantics
  - new View():**
    - transition: screen := Shows a window in the screen with buttons; "Start Game", "Quit".
      - \* Start Game: Returns "Start Game" message.
      - \* Quit: Returns "Quit" message.

- output: out := Selected option.
- Exception: None

gameMenu()

- transition: screen := Shows a menu with a button for each of the available game mode.
- output: The code for the selected game mode.
- Exception: None

startGame(game, b):

- transition: game, board, screen := game, b, shows a grid with coloured dots to represent the board with b[0] being the bottom most row and labels to represent the current game mode/state.
- output: None.
- Exception: None

showPause():

- transition: screen := Shows a menu with "Continue" and "Quit" options.  
\* Also calls game.pause() if game is StateTimer
- output: The chosen option.
- Exception: None

showWin():

- transition: screen := Shows a "win" message with buttons "Quit".
- output: The "Quit" message when selected.
- Exception: None

showLose():

- transition: screen := Shows a "lose" message with buttons "Quit".
- output: The "Quit" message when selected.
- Exception: None

updateBoard():

- transition: screen := update the grid to represent the **board**.
- output: None
- Exception: None

drawConnection(coord1, coord2, c):

- transition: screen := Draws a coloured line same colour as c from dot at coord1 to dot at coord2.
- output: None
- Exception: None

connectToMouse(coord, c):

- transition: screen := Draw a coloured line same colour as **c** from dot at coord to the current mouse position.
- output: None
- Exception: None

updateLabels():

- transitions: screen := updates the game labels to reflect the **state** data.
- output: None
- Exception: None

- Local Functions

## 4 Game State Module

### Interface

GameState

### Uses

None

### Syntax

#### Exported Constants

None

#### Exported Types

State = {Win, Lose, Running}

#### Exported Access Program

Routine name	In	Out	Exception
update	$\mathbb{N}, Colour$	State	
update			
state			
running			

### Semantics

- State Variables state: State
- Access Routine Semantics

state()

- transition: None
- output:  $out := state$
- Exception: None

running()

- transition: None
- output:  $out := state = Running$
- Exception: None



## 5 State Timer Module

Template Module inherits GameState

StateTime

### Uses

GameState, BoardT

### Syntax

#### Exported Constants

None

#### Exported Types

StateTime = ?

#### Exported Access Routine

Routine name	In	Out	Exception
StateTime	$\mathbb{N}, \mathbb{N}$	StateTime	
getScore		$\mathbb{N}$	
getRemTime		$\mathbb{R}$	
pause			
unPause			
isPaused		$\mathbb{B}$	

### Semantics

- State Variables

$endTime : \mathbb{R}$

$curTime : \mathbb{R}$

$score : \mathbb{N}$

$scoreGoal : \mathbb{N}$

$paused : \mathbb{B}$

- Environment Variables

sysTime: The current system time in seconds.

- State Invariant

$endTime > 0$

- Assumption

StateTime is called before any other method is called.

- Access Routine Semantics

**new** StateTime(i, t):

- transition:  $paused, state, curTime, endTime, score, scoreGoal := false, Running, sysTime, sysTime, t, 0, i$

- output:  $out := self$
- Exception: None

update()

- transition:  $curTime, state := sysTime, (endTime > curTime \implies Running | endTime \leq curTime \implies (score < scoreGoal \implies Lose | True \implies Win))$
- output: None
- Exception: None

update(n, c)

- transition:  $paused, score, curTime, state := False, score + calcScore(n, c), sysTime, (endTime > curTime \implies Running | endTime \leq curTime \implies (score < scoreGoal \implies Lose | True \implies Win))$
- output: None
- Exception: None

getScore()

- transition:
- output:  $out := score$
- Exception: None

getRemTime()

- transition:
- output:  $out := endTime - curTime$
- Exception: None

unPause()

- transition:  $paused := False$
- output: None
- Exception: None

pause()

- transition:  $paused := True$
- output: None
- Exception: None

isPaused()

- transition: None
- output:  $out := paused$
- Exception: None

- Local Functions

$calcScore: \mathbb{N} \times Colour \rightarrow \mathbb{N}$

$calcScoreet = ?$

## 6 State Score Module

### Template Module Inherits GameState

StateScore

#### Uses

GameState

#### Syntax

#### Exported Constants

None

#### Exported Types

StateScore = ?

#### Exported Access Routine

Routine name	In	Out	Exception
StateScore	$\mathbb{N}$	StateScore	
getScore		$\mathbb{N}$	
getMaxScore		$\mathbb{N}$	

#### Semantics

- State Variables

$score : \mathbb{N}$

$scoreGoal : \mathbb{N}$

- State Invariant

$0 \leq score \leq scoreGoal$

- Assumptions

StateScore is called before any other routine.

- Access Routine Semantics

**new** StateScore(i)

– transition:  $state, score, scoreGoal := Running, 0, i$

– output:  $out := self$

– Exception None

update()

– transition: None

– output: None

– Exception: None

update(n, c)

- transition:  $score, state := score + calcScore(n, c), (score \geq scoreGoal \implies Win | True \implies Running)$
- output: None
- Exception: None

getScore()

- transition:
- output:  $out := score$
- Exception: None

getMaxScore()

- transition:
- output:  $out := scoreGoal$
- Exception: None

- Local Functions

$calcScore: \mathbb{N} \times Colour \rightarrow \mathbb{N}$   
 $calcScore_t = ?$

## 7 State Moves Module

### Template Module Inherits GameState

StateMoves

### Uses

GameState

### Syntax

### Exported Constants

### Exported Types

StateMoves

### Exported Access Routine

Routine name	In	Out	Exception
StateMoves	N, N	StateMoves	
getScore		N	
getScoreGoal		N	
getRemMoves		N	

### Semantics

- State Variables

*score* := N

*scoreGoal* := N

*moves* := N

*maxMoves* := N

- State Invariant

$0 \leq \textit{score} \leq \textit{scoreGoal}$

$0 \leq \textit{moves} \leq \textit{maxMoves}$

- Assumptions

StateMoves is called before any other routine.

- Access Routine Semantics

**new** StateMoves(i, m):

- transition: *score*, *scoreGoal*, *moves*, *maxMoves* := 0, *i*, 0, *m*
- output: *out* := *self*
- Exception: None

update():

- transition: None
- output: None
- Exception: None

update(*n*, *c*)

- transition:  $moves, score, state := moves + 1, score + calcScore(n, c), (maxMoves > moves \implies Running | maxMoves \leq moves \implies (score \geq scoreGoal \implies Win | True \implies Lose))$

getScore()

- transition:
- output:  $out := score$
- Exception: None

getScoreGoal()

- transition:
- output:  $out := scoreGoal$
- Exception: None

getRemMoves()

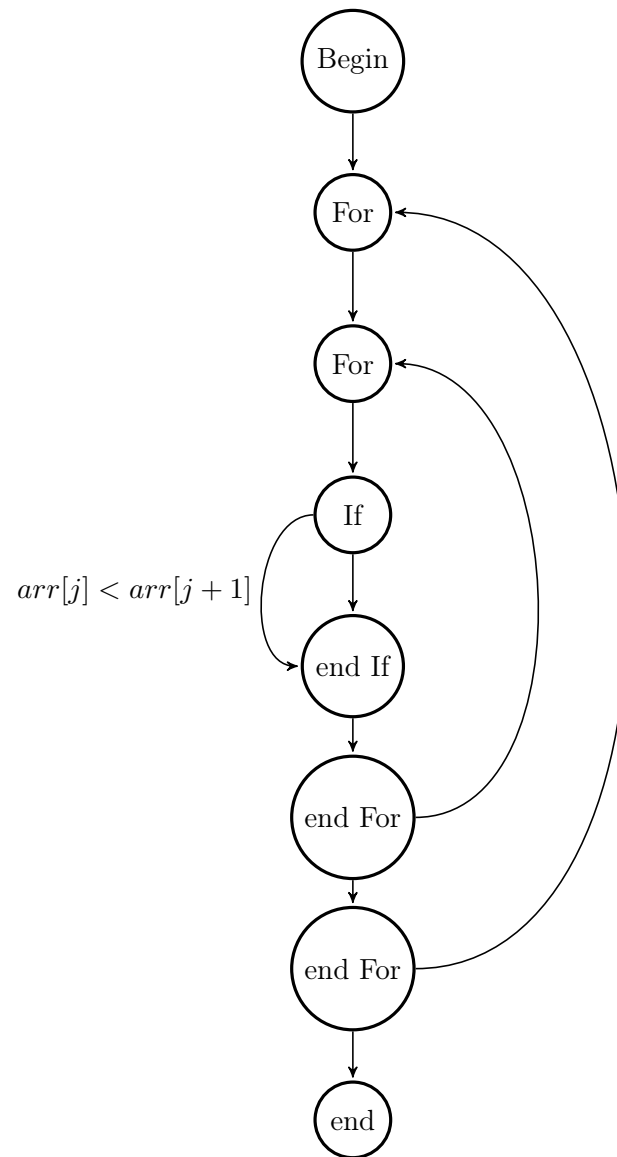
- transition:
- output:  $out := maxMoves - moves$
- Exception: None

- Local Functions

$calcScore: \mathbb{N} \times Colour \rightarrow \mathbb{N}$

$calcScore_{et} = ?$

## 8 Bubblesort CFG



## 9 Known Bugs

- Game doesn't pause
  - Should pause when window focus is lost or when the user presses **esc**.
- The dot hit box is not wide, player needs to click in the centre of the dot.