Group \_\_\_\_

List of Changes and Their Reasons

|  |  |
| --- | --- |
| **Gui Class Changes:** | **Reason** |
| private GameLogic gl has been added as a global variable | Gui |
| private JPanel masterPane has been added | Gui |
| private JButton[] buttonsLeft = new JButton[9] has been added | Gui |
| private CardLayout mainFrame has been added | Gui |
| private User loginAccount has been added | Gui |
| private String userName has been added | Gui |
| Private char winner has been added | Gui |
| ToQuestionFrame(String question2) now takes in a string as an argument | Gui |
| changeToPlayerSelect(GameLogic gameLogic) now takes in a GameLogic pointer as an argument | Gui |
| Void setTimer method(String x) has been created | Gui |
| ToRoundOverFrame(boolean currentPlayer, int[] scoreBoard) now takes in a boolean and an int array as arguments | Gui |
| Public void questionButtonEnabler(boolean on) has been added | Gui |
| public void timerRanOutMessage(boolean rightOrWrong) has been added | Gui |
| public void machineMessage(boolean rightOrWrong) has been added | Gui |
| public void displayQuestionResult(int winCase, boolean currentPlayer) has been added | Gui |
| public void setButtons(char[] gameBoard) has been added | Gui |
| public void timerRanOutMessage(boolean rightOrWrong) has been added | Gui |
| public void disableBoard() has been added | Gui |
| Added new interactions between the Gamelogic and the Gui using the above new methods. These new interactions were not documented before. | Needed new interactions to get the single player mode working correctly and the Gui was updating before the user could see how what the A.I played. |
| The user class now directly interacts with the Gui and not the GameLogic class as per the old documentation | Our implementation of the User class had nothing to do with the game’s logic, so we switched it to the Gui to make the programing of the Gui easier |