

We have chosen the architecture of model-view-controller for our project and the view components in our model-view controller is event driven. Due to time constraints we decided to use an architecture everyone in our group was comfortable with. This is an efficient architecture for our project because it best represents how we want our game to work. We wanted to be able to have the entity displaying the game be almost completely separate from the entity containing all the controls and data for the game. This idea was best solved with using a view for the display and a model for the containers, the main way the view and model ever interact with each other is through the controller. The controller in our system interprets the requests and information it is given and passes it on to the appropriate component based on what is being asked. The model in our system contains all the data and information about the game, so it is more efficient because we will only have to look at model components when looking for information rather than looking for it through the entire system. The controller in our system interprets the information given to it and then passes information and/or commands. This will make it easier to interpret actions done in the system because they are all interpreted by command components rather than the system constantly checking whether or not it can do every possible action. The view in our system controls what is displayed based on the information and commands it receives from the controller. This is a better way to display the game because there is one component in charge of displaying it rather than having multiple scenarios that would display the same thing. Our view is event driven internally because it uses the swing library which is almost exclusively event driven.

The changes we have made from our requirements document are that the robot librarian is no longer a main actor in our system but instead it is a separate system that is interacted with by a new actor that is part of our system. We also no longer are allowing users to edit, create and change their robots but it would be a thing that is nice to have.