

Computer Programming Lab, Spring 2022
Marvel - Ultimate War: Milestone 3

Deadline: Sat 4.06.2022 @ 23:59

In this milestone, you are required to implement the GUI to be able to play the game.

1 General Guidelines

- The effects of any action performed in the GUI should be reflected in the engine and vice versa.
- The action that is currently happening in the game should always be clearly indicated in the GUI.
- Make sure to handle all exceptions and validations for any input or action performed. In case any exception implemented in the second milestone arises the player should be notified and the action should be prohibited and another action should be chosen by the player.
- Using a window builder or any other automated GUI creator **is not allowed**. Submissions using a window builder will receive a **ZERO**.

2 Game clarification

- The loadChampions and loadAbilities methods should be called at the start of runtime.
- The players should then be able to enter their names and select all their champions.
- After the selection, a new Game should be created with the 2 players.
- Players should then be able to take actions during their champions' turns.
- After every action taken by any player, you should be checking whether the game is over or not, and announcing the winner if so.

For any concerns, please check the posted solution.

3 GUI Requirements

The requirements that should be covered in the GUI are explained below. You will be graded based on the requirements detailed in the following checklist:

<https://docs.google.com/spreadsheets/d/1YfmvmHIuvB8rHvXR1XTzR0SWyQZ15DWXG2mm1dI246U/edit?usp=sharing>