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Capstone Project for Computer Science

The Scorekeeper Pseudocode

Controller() {

Creates the game object

Creates a method for each of the views to be called.

Sets each buttons in each of the views to have event handlers, some of them calling to certain methods.

Will know when to update the GameRoundView and other views that need to change based on the user's input.

Would use the storeData class to store data

}

Game () {

Has:

String name, int rounds, String data, String dataTime, boolean pointsPR, double pointsPerRound, and a hashmap (String, player) players.

Has methods to add a round, end the round, end the game, and calculate the points finding who is the winner.

Throughout the game, it should add to the String data to keep a long string of data.

}

Player() {

Has:

String name, ArrayList<Double> rPoints, and String stats

The arrayList will hold the player's points earned during each round, the index would be the number of the round minus one.

The String stats will hold the user's data to be added to throughout the game.

Method getTotal will calculate the total amount of points the player earned, adding all the points from each round.

Method setRPoints(double,int) will add specific points to a specific round in the rPoints.

Method storeStats will store data to the String stats.

}

Data() {

Should be able to take in data to store to a specific .txt file.

Should be able to retrieve data from a specific .txt file.

}

PlayerStatsView(){

Displays a specific player's stats

}

AllPlayersView(){

Triggered by a button in the MainMenuView.

Displays all the players registered in the program to be selected from, once a player is selected, the PlayeyStatsView() for that player is opened.

}

AddPlayerView(){

Triggered by a button in the MainMenuView.

Allows the user to input a player's name and register it in the program.

}

AboutView(){

Triggered by a button in the MainMenuView.

Displays information about the program.

}

MainMenuView(){

Has buttons to trigger the initiation of the different screens.

Has a button to toggle the music on and off.

}

GameMenuView(){

Allows the user to input data for game creation.

Triggers the creation of the game object in the controller.

Triggered by a button in the MainMenuView.

Triggers the GameRoundView()

}

GameRoundView(){

Displays the current round that the user is on.

Allows the user to input points for the round.

Can be toggled to move to the next round and to end the game.

Triggers the GameEndView() once the game is over.

}

GameEndView(){

Displays the winner and the stats from the game played.

Allows the user to create a new game, view more stats, or return to main menu.

}

AllGamesView(){

Triggered from the MainMenuView.

Allows the user to view all the games and to choose a game to retrieve more data on.

Once a game is selected a GameStatsView() is opened for that specific game.

}

GameStatsView(){

Displays information in regards to a specific game.

}