Software engineering project

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Project requirements

Implemented functions:

- Complete rules.

- Socket and RMI connection.

    The server supports the connection between multiple clients both via socket and RMI. Each client can choose the preferred type of connection after specifying the Ip.

- CLI and GUI.

    Each client can choose the preferred interface.

- Multiple matches (AF).

    The server can manage multiple games at the same time. Each player can only participate to one game at time.

- Resilience to disconnections (AF).

    Players disconnected can reconnect and continue the game. While a player is offline, the game continues by skipping that player's turns. If only one player remains active, the game is suspended until at least one other player reconnects.
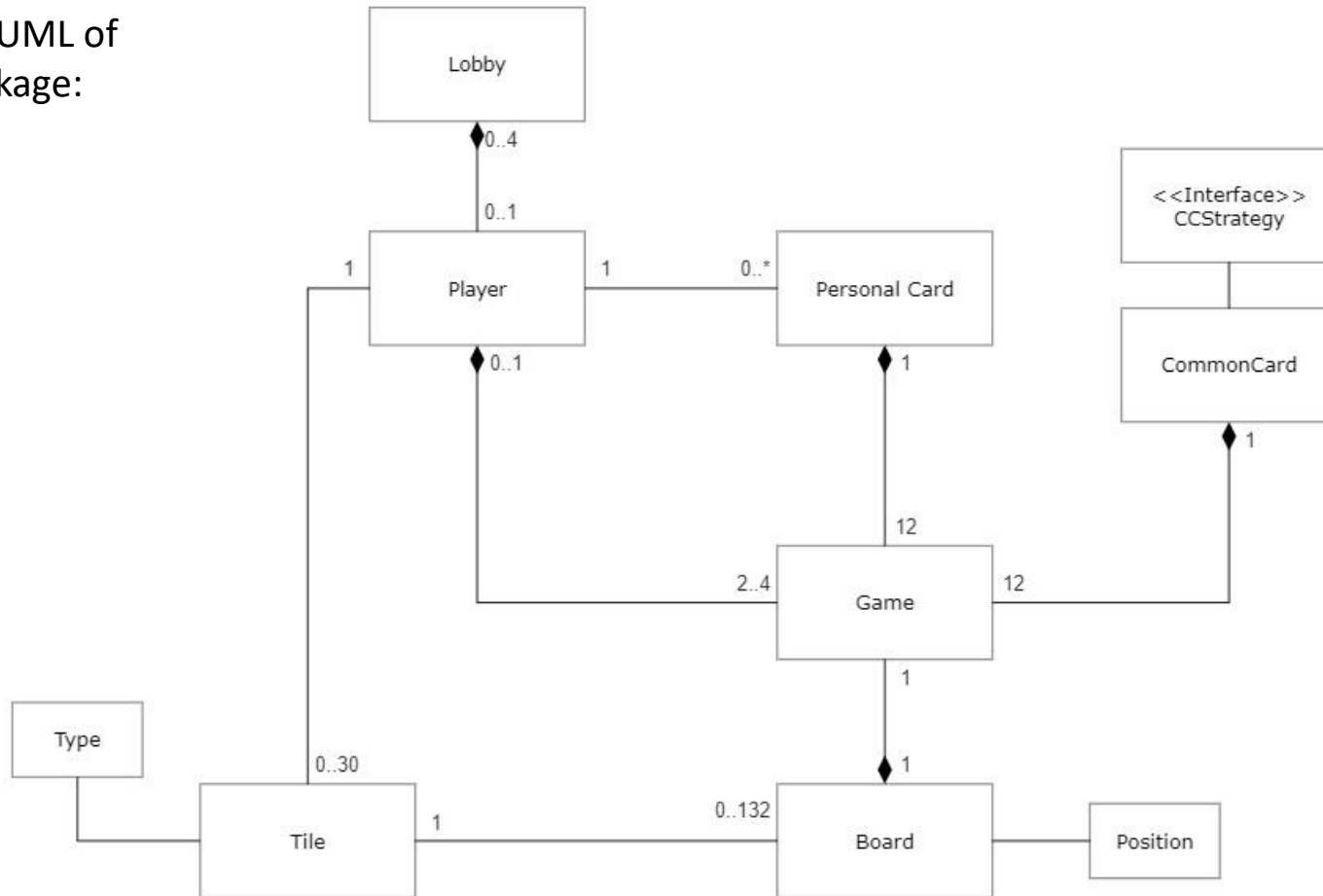
- Chat (AF).

    Each player in the game can send messages to another player (in private) or to all player in the game.
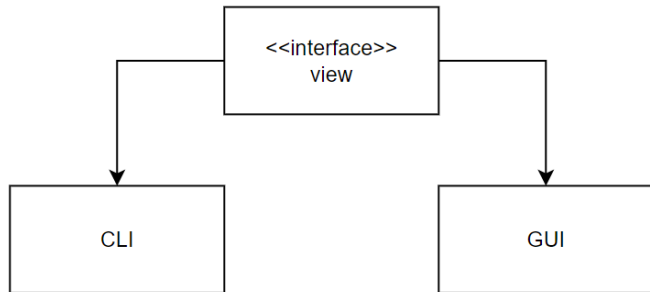
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Implementation choices: MVC pattern
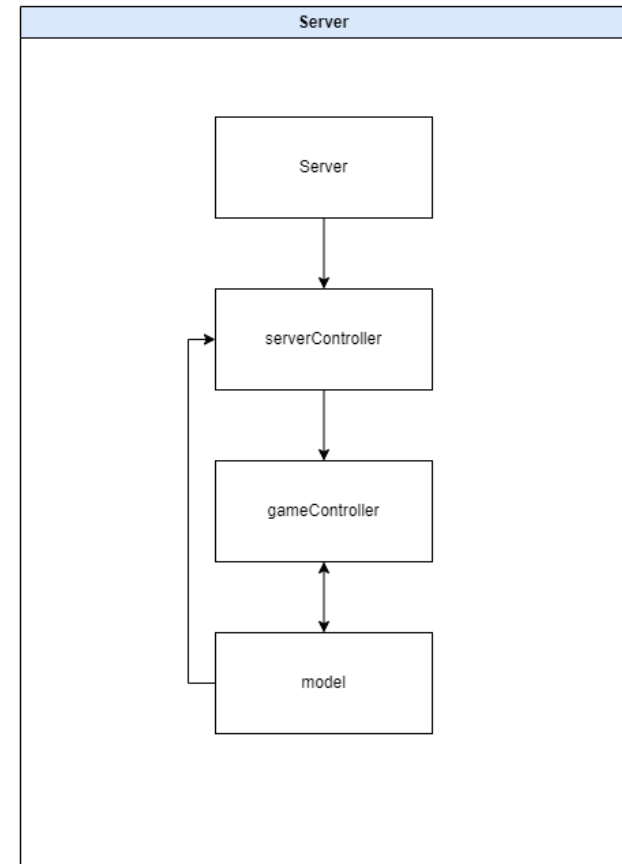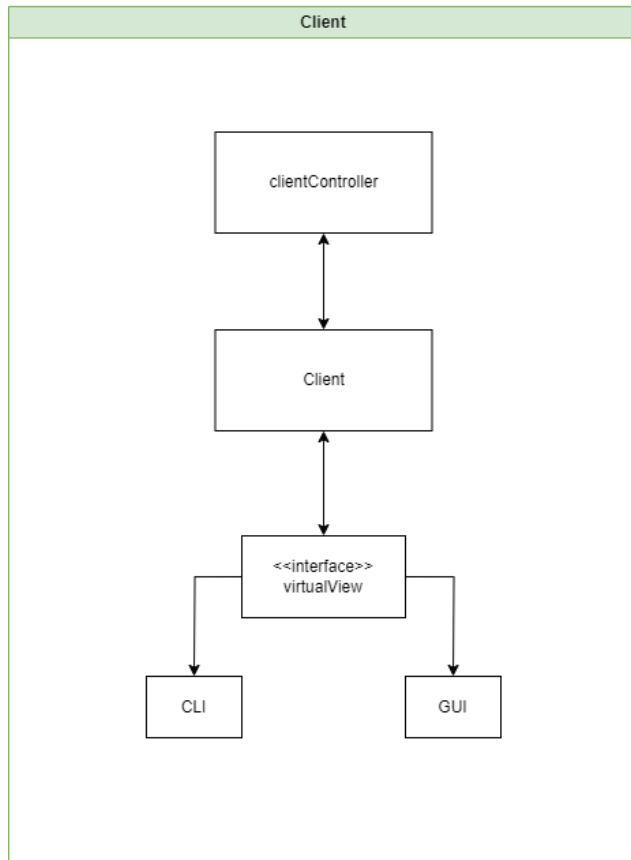
Implementation choices: model

Simplified UML of
model package:

Implementation choices: view

The view handles the input acquisition, that is uncorrelated by the elaboration of the data made by the controllers.

We have 5 scene, each one modified by a controller:

- choseConnectionScene.
- nameScene.
- lobbyScene.
- gameScene.
- endGameScene.