



**POLITECNICO**  
MILANO 1863

# 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.

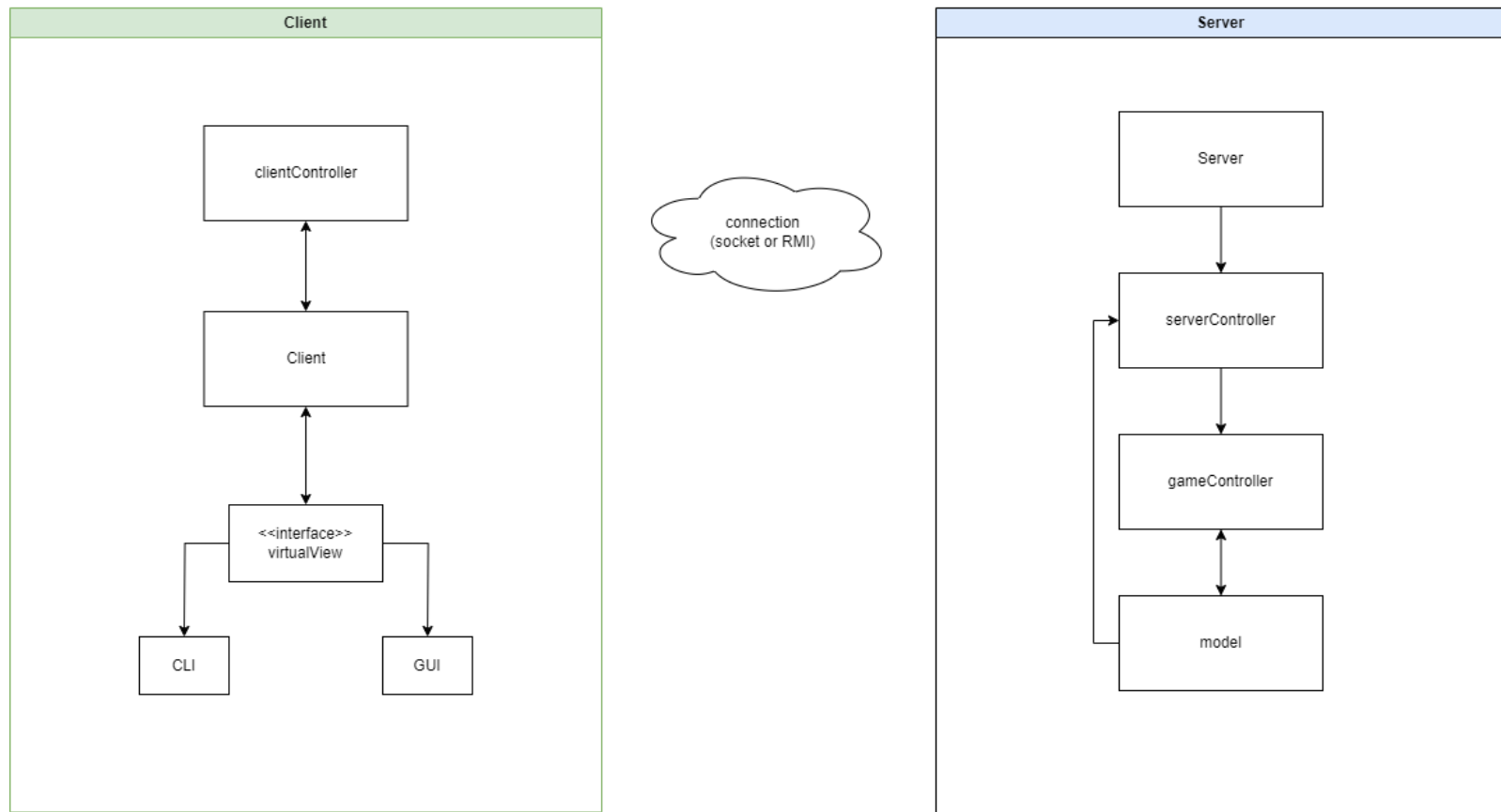
Each client can choose the preferred interface.
- Multiple matches (AF).

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).

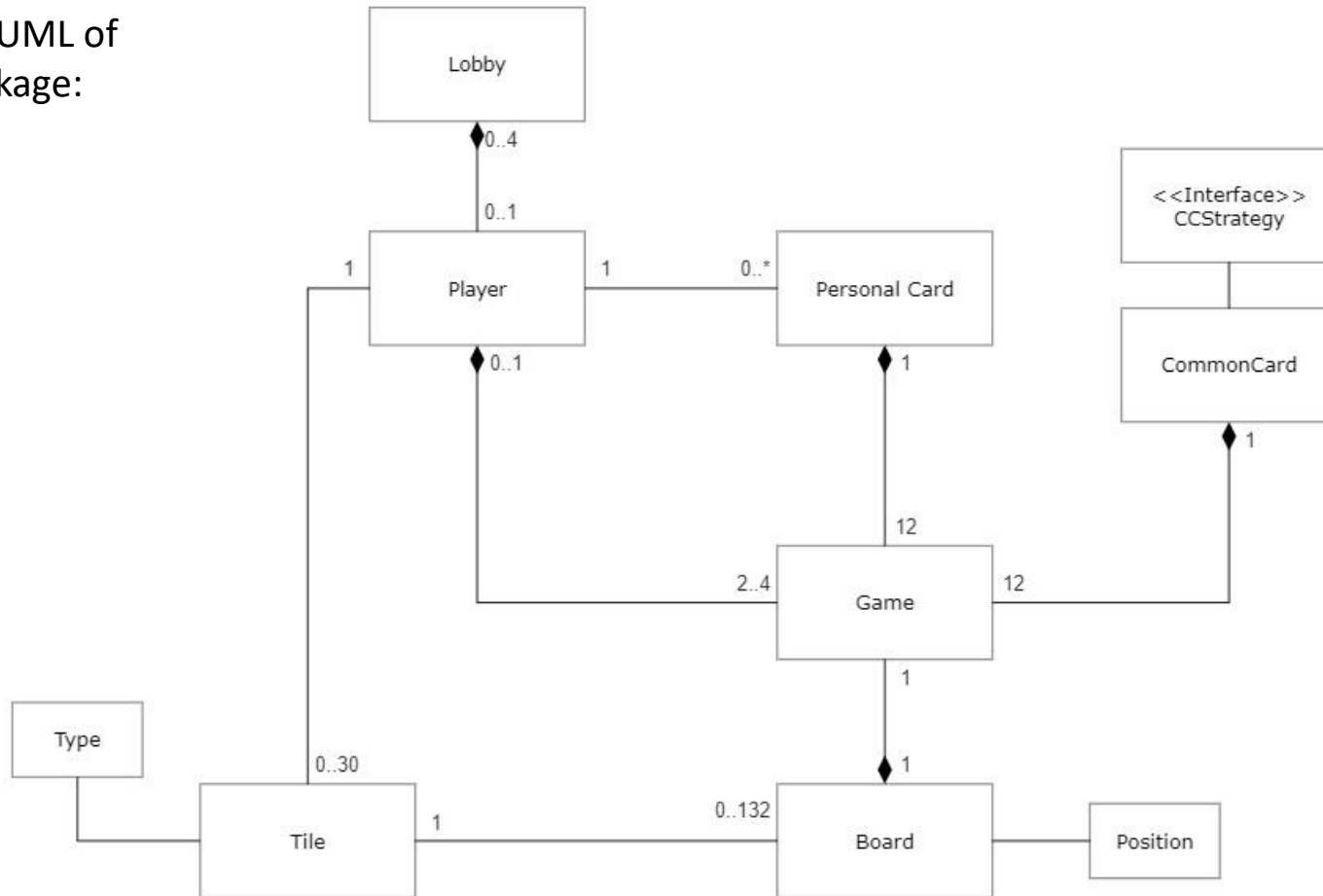
Each player in the game can send messages to another player (in private) or to all player in the game.

# Implementation choices: MVC pattern

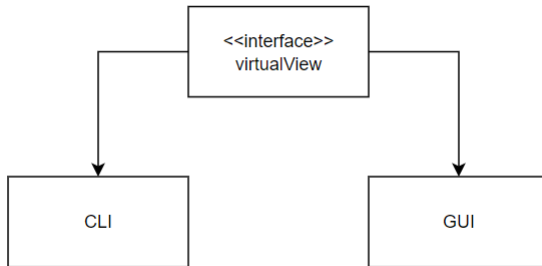


# Implementation choices: model

Simplified UML of  
model package:



# Implementation choices: view



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

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

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

