

Pokedeck

■ What have been made ?

The three parts of the 2) are all correct. They are running without common bug.

In fact we do have :

- ✓ Adding a card
- ✓ Removing a card
- ✓ Updating a card
- ✓ Show the collection
- ✓ Search by 2 different field

What have been made in «bonus»

We have also implemented the decks so each player is ready to fight !

- ✓ We've added the Player so 2 players can create their collection and their deck. Each player has its own collection.
- ✓ Adding the LecturePseudo from the «battle»
- ✓ Each player can add 60 cards from its collection to their deck
- ✓ Each player who delete a card in collection will remove it also in his deck
- ✓ Each player are able to show their deck

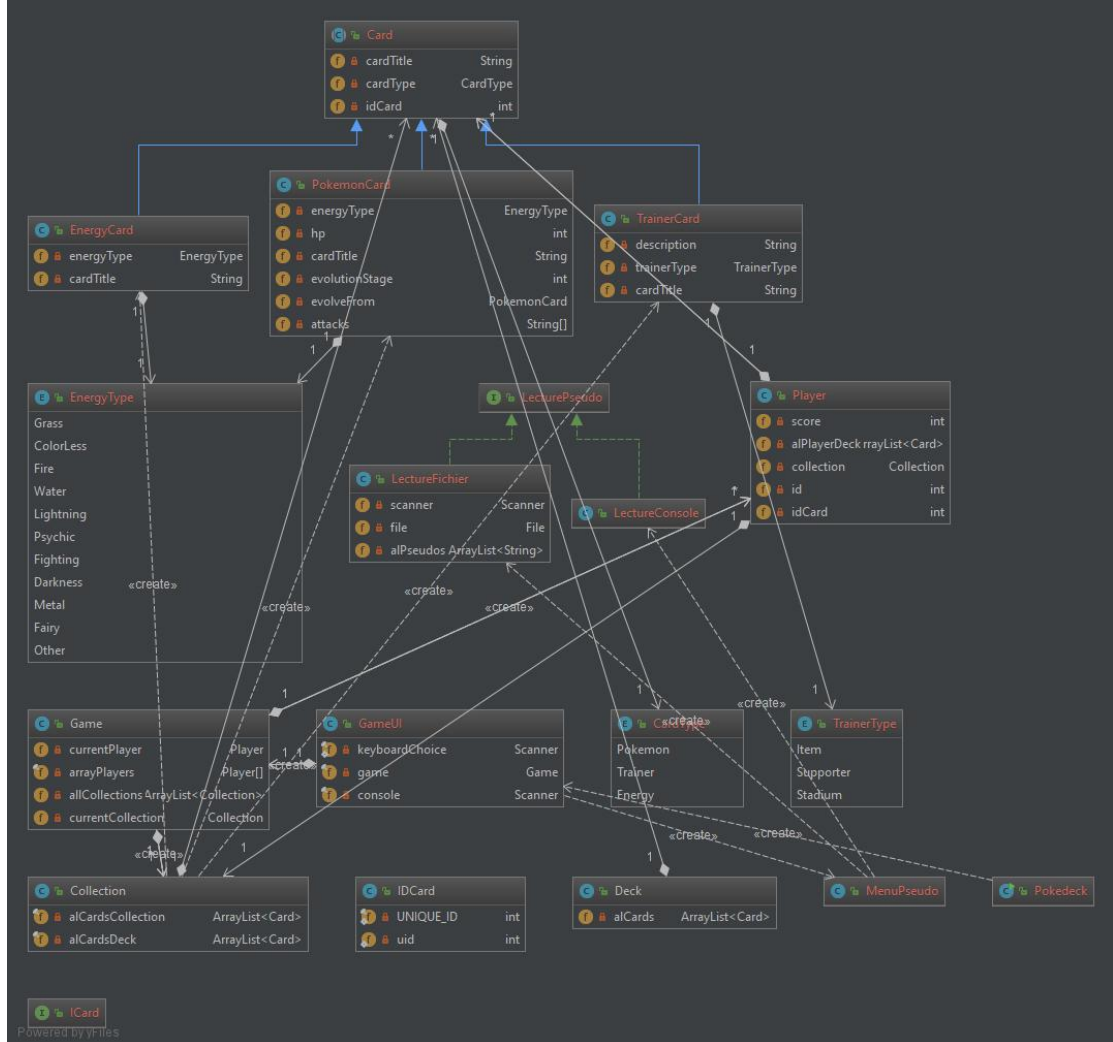
■ Problem?

We encountered some problems. In fact we knew from scratch that we needed a Card class and some daughters class . After trying we thought about an interface but it wasn't that useful so we preferred to use abstract classes.

Also at first we do a lot of code in the UI part. It wasn't well design so we had to move and cut methods.

Finally our switch case for the menu is a bit huge..

But what we did at first on paper (uml) was pretty what we do. (cf the picture below)



■ The program is cut in 3 parts

- Model (game)
- View (UI)
- Controller (Pokedeck.java)

The model deal with all the cards and all.

We used heritage to do so. PokemonCard, TrainerCard and Energy are daughter of the Card class. Because they use a lot of thing in common.

Furthermore to get a different action with each card we have done some abstraction. In this way Card has abstract method like createCard. We can entirely rewrite the body.

View part is only here to do some printing and asking user input. Each step print a question/choice and wait for the user's answer. Then it's send back to the model

■ What have to be done ?

The main thing to do is to handle the error when we ask for a number and the user answer is «a» for example.

We need to create a state of save

May be we could do a request to an official API in order to get the right cards ? In this way we could have all the right cards/attacks from the game

We might use a GUI to display it better

Finally we could implement a SocketIO to do a sort of «multiplayers»