



Object Oriented Design

Project report

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General remark

This report is about the group assignment. It gives more information about your code.

You are supposed to use this template for the report. Aside from this 'general remark' all paragraphs are mandatory. You print this report (double sided) – 1 version per group and hand it in during the last lab of OOO.

Create a zip file of all your source code (.java files, no .class files). You also add the last version of your report (Word document) to this zip file and an executable jar file so I can run your program under Java 8. You submit the zip file using Toledo. Deadline: Sunday 27/05/2018 23.59. Name of the files: Yahtzee_ followed by the surnames of the group members separated by an underscore (e.g. Yahtzee_Dox_Lenaerts_Jansen.docx, Yahtzee_Dox_Lenaerts_Jansen.zip, ...).

Obviously, the code on Toledo must be the same as the code in your GIT repository.

Requirements

Mention for the entire project which requirements you have implemented successfully, and which topics you did not manage to implement. In this last case: mention why you haven't succeeded. The reason might be "no time left", it can be an issue "did not know how, it crashed", or you might have had a very good reason not to implement it.

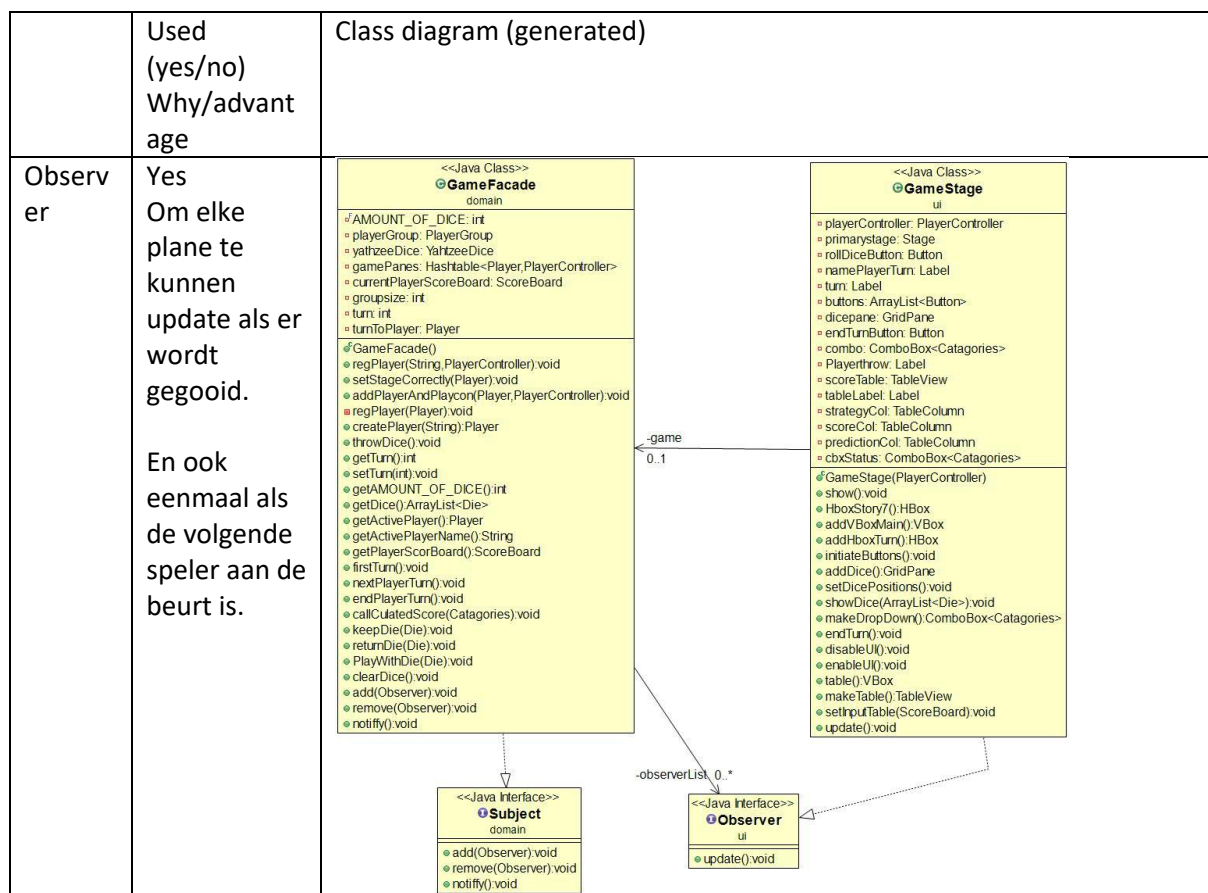
Add the generated class diagram of your code, as a separate image, as attachment of this report.

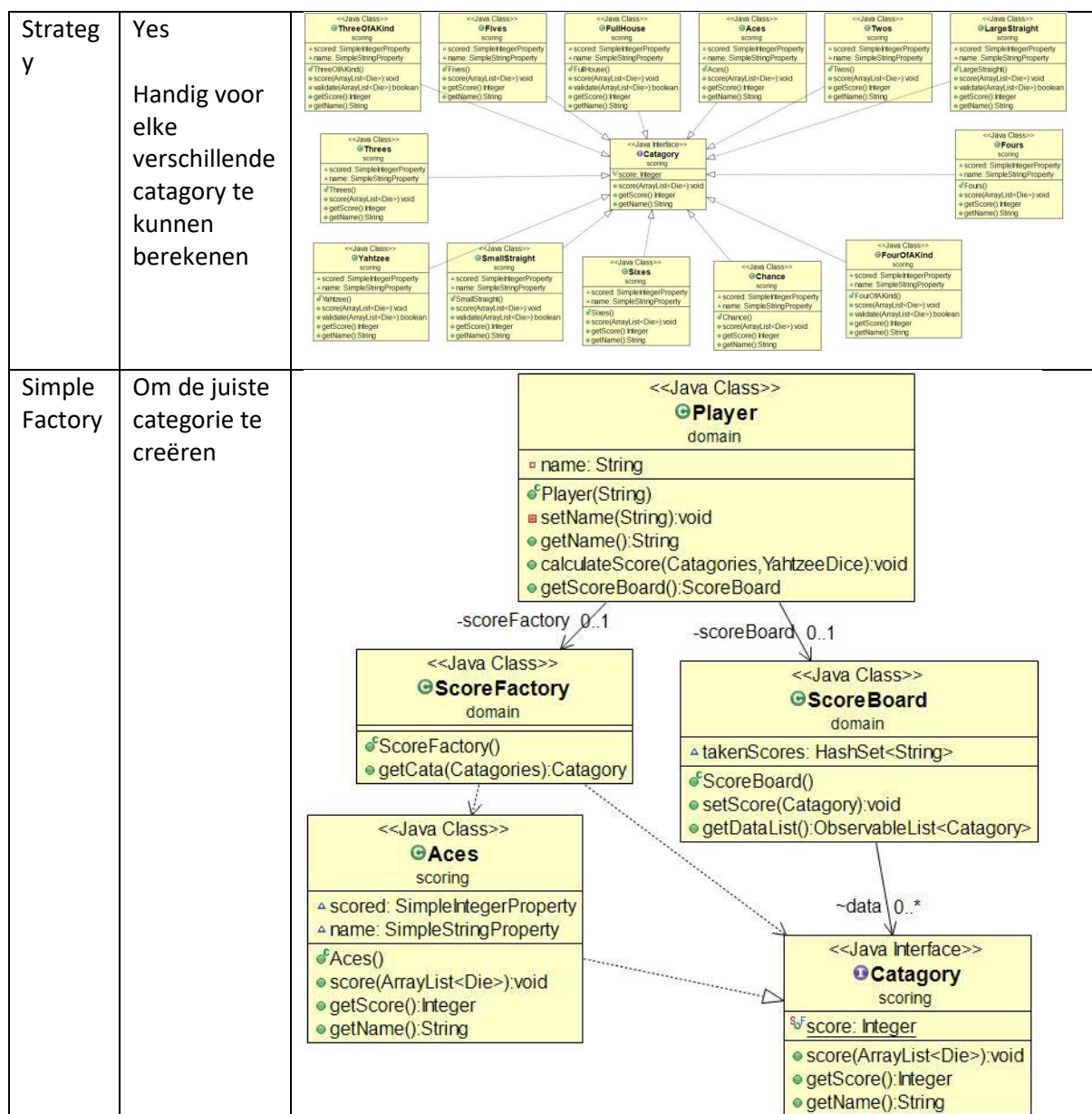
User story	OK?	If not OK – what is not implemented (see acceptance criteria) and why?
1, 2, 3	ok	
4, 5, 6	ok	
7	Semi ok	De category wordt nog niet op voorhand getoont. Maar je kan elke category enkel maar een keer showen.
8	Ok	Angeien de catagoryy maar enkel een x kan worden toegevoegd is dit in orde
9	No	miscommunicatie
10, 11	ok	

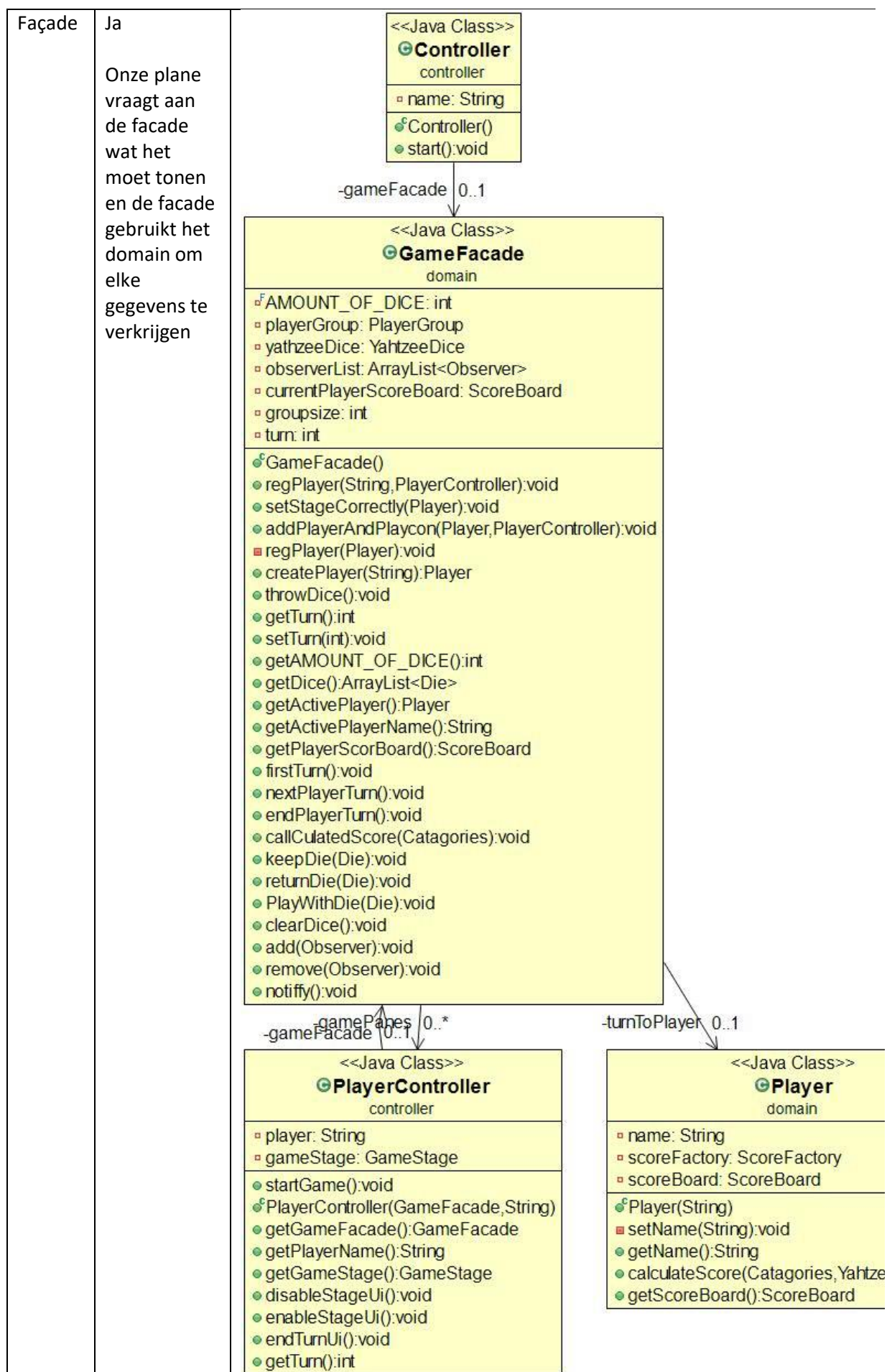
Design patterns

Mention for each design pattern where you have used it (possibly more than once). Generate a class diagram for each situation where you used the pattern.

Give additional information: why did you use the pattern here, what are the advantages? If we discussed a pattern in class, and you did not use it in your application, explain why.



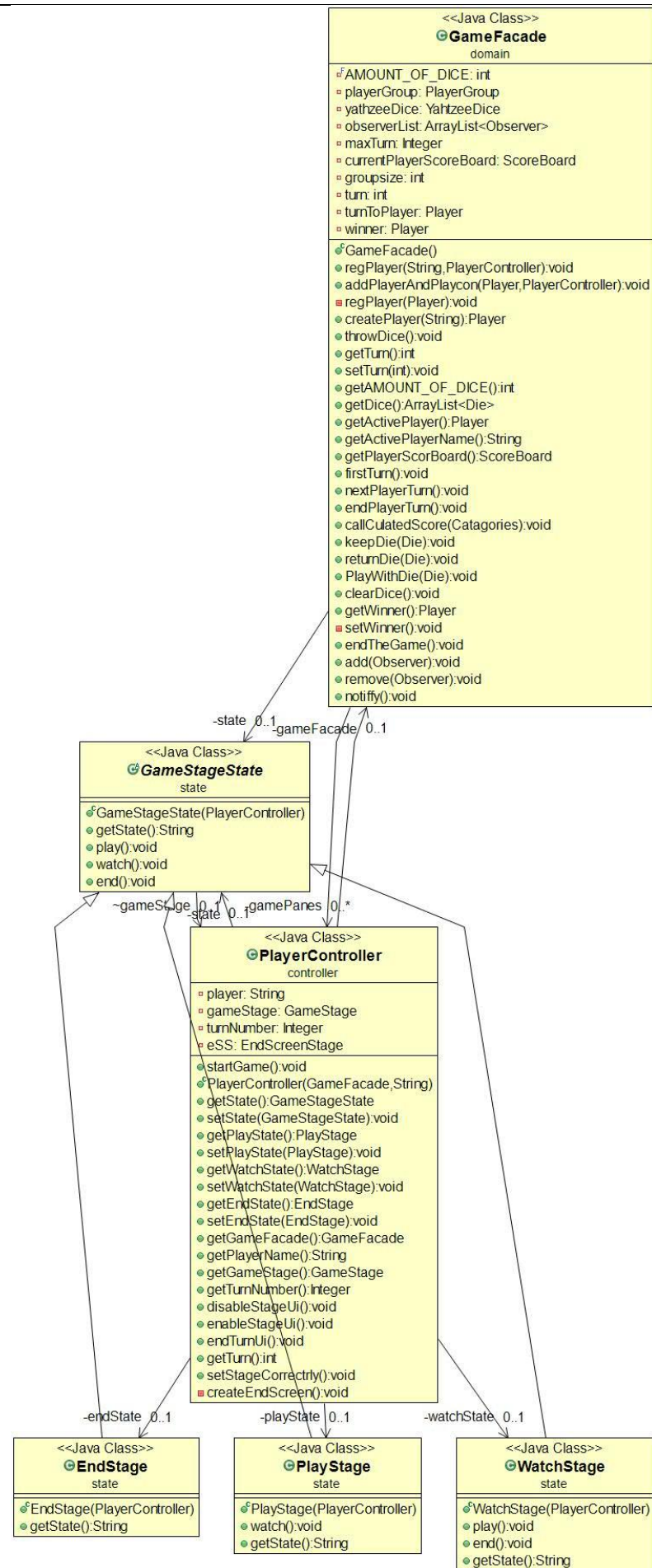




Singlet on	no	
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State

Gebruiken we om te weten welke state elke player controller heeft zodat onze stage er uitziet zoals verwacht



Adapte r	no	
MVC	Yes We gebruiken controllers die communicer en met de façade en onze façade communicee rt met het domain	P8

Special topics

Mention for each “special topic” whether you used it or not. If so, where? If not, why not? Show the (part of) the class diagram where you used it

	Used (yes/no) Why/advantage	Class diagram (generated)
Enum	Yes Bij het gebruik van Category	
Properties		
Reflection		
Other...		

Work done

Mark in percentages how much each of you spent on this part of the assignment.

	Gleb	Wietse	Arne
Design	34	33	33
Class diagrams	60	25	15
Implementation	35	35	30
Report	40	30	30

Class diagram

Add the final, generated, class diagram of your code (object aid), as a separate image-file. **This class diagram must be readable.** Use multiple pages for the details and add one overview without attributes or methods.

