

# Dev Report

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The program was separated in 4 package themselves separated in different parts

- Main
- GameData
- Mechanics
- Graphism

## GameData

Patch is a record.

Patch manage all function with the same object

A object Patch it composite on 3 elements :

- piece
- move
- button

The record has 3 functions for alteration of the piece mirror, left\_rotation and right\_rotation is 3 functions.

Two functions for creating a HashMap one for the first step and the other for after the second step.

For removing an element in a HashMap without problem list\_patch\_remove balance key.

Quiltboard is a class

Quiltboard manage all function with the same object

A object Quiltboard it composite on only one elements :

- board

a Function for place a patch

Function for verification if patch does not overlap another patch,another function a 7x7 square is full.

a function for copying a board.

Player is a class

A object Player it composite on four elements :

- player
- position
- quiltboard

-button

This class manage all modification of player and initialization , it is linked at Quiltboard and call they function for change or read information on the quiltboard

## Mechanics

Maps is class

This class manages all function links with Timeboard, many functions use mainly position in player.

The arraylist of leather and button is created in a function on this class.

And also to collect them .

Exceptional place patch is in this class but they call a function in ASCII or Graphics with their interface.

Game is a class

This class manages mechanics of patchwork game ,exemple moving of player, manage the winner or the choice between graphics or terminal mode.

## Parts Graphics

GraphicsMode is interface

This function implements ASCII and Graphics

ASCII is class

This class manages all functions linked to terminal mode.

For help to that it exists a Object ASCII with 6 elements:

- player
- list
- leather\_list
- button\_list
- player\_playing
- index

This function summons Patch, Player, Quiltboard, Game and Maps.

Graphics is class

This class is used for playing patchwork with interface Graphics .

For help to that it exists a Object ASCII with 6 elements:

- player
- list
- leather\_list

- button\_list
- player\_playing
- index
- context

Each section is separated into 2 parts (draw interface and hitbox) .

Interface draws all touch and patch ,player information and quiltboard.

Hitbox calculates if you click in an area.

This function summons GraphicsMaps, Patch, Player, Quiltboard, Game and Maps.

GraphicsMaps is class

This class draws the Time Board.Calculates each rotation and where place players ,button and player.it is summoned by Graphics.

## Difficulty :

Library Zen is very different compared to the library which we used before in other languages.

Draw time boards on GraphicsMaps because they manage rotation and place buttons or leather.

Unfinished part:

Part 4 Automa ,Automa is unfinished, cards are always implemented.They effect is implemented too.

How will I implement the missing code?

Automa have 2 stacks of cards, one empties into the other when the first stack is empty ,their role is reverse.If it is a tactical deck we can see an icon in graphics mode or a text on the terminal.

Bug

build.xml:

javadoc doesn't work error: No public or protected classes found to document.