

FIT3077: Software engineering: Architecture and design

S1 2023

Monash University Malaysia



Sprint Two

Nine Men's Morris

Team The Three Tokens:

Priyesh Nilash Patel 32182058

Rachel Ng Chew Ern 31424290

Hee Zhan Zhynn 31989403

Sprint 2: Design Rationale

In the process of designing the architecture for this project, we had to weigh our alternatives from several different perspectives to ensure that we can demonstrate the highest quality of software design possible. Therefore, to shed light on our decision process, we worked together to document our design rationale and how we arrived at some of our major design decisions in this sprint.

Classes

One of the major changes that we made to last sprint's domain model was introducing a Position class. Previously, we intended to let Board handle token positions, where position is an attribute in the Board class. However, as we are using pairs of coordinates to represent positions, we realised that it is inconvenient and messy to map Token objects to tuples. As a result, we created a Position class to store coordinate values, which is a much more organised and extensible approach compared to before.

Another major design decision that we'd like to highlight is the representation of Colour and GamePhase as enums. After considering the possible extensions that may be requested of our game, we decided that implementing Colour as an enum would make adding a new player and colour much easier. Rather than hardcoding colour values, we decided to implement player and token interactions around enums that represent a specific colour. Since Token is not directly linked to Player, this allows us to minimise coupling which means that changes to either class would not affect the other class too much.

The same approach was applied to GamePhase, where we use enums to signal the change in game phases such as placement phase to movement phase. Therefore, if we were to add another phase to the game, such as board and token customisation, we can just add a new enum that comes before placement phase, for example preparation phase, and implement accordingly.

Relationships

Moving on to the relationships, an interesting one is the dependency between Position and GameManager. As the Board is in charge of moving and updating token locations, GameManager will have to pass on the relevant instructions to Board when changes to token positions are detected. However, how will Board know where is the new location that the token is supposed to move to? Therefore, the token movement functions in GameManager take the new Position as an argument, so that Board knows the correct place to assign the token.

An alternative approach we considered was to add a Position attribute to GameManager which tracks the new location of any token movement, making it an association. It would provide more consistent information on the current game state as we can just query this attribute to see where the most recently placed token is, which might be helpful if we were to

take the undo requirement. However, since we did not select that requirement, we decided to just leave it as a dependency for better code readability.

The second set of relationships that are of note is the composition of Position to Board and aggregation of Token to Board. We believe that the relationship between Position and Board is definitely composition, as the Positions cannot exist individually outside of the Board. However, we consider Token to be an aggregation as technically Tokens can still exist in the inventory of a Player if the Board is deleted. This is a correction to our domain model in the previous sprint, as we initially marked the relationship between Token and Board to be composition.

Inheritance

In regards to inheritance, we made use of it in the implementation of Player, in which Player is an abstract class that is inherited by two children, HumanPlayer and AIPlayer. As we have selected the advanced requirement that involves adding a Player vs Computer mode to the game, we believe that inheritance is crucial to reduce code repetition as there are many similarities between a human and AI player.

Nevertheless, we did not make use of inheritance anywhere else in our architecture, as all of the other modules are distinct and serve their own unique purpose. There are also no other clear abstractions of inheritance that we could identify in our model, so everything else was implemented as normal classes.

Cardinalities

Looking at our diagram, there is a cardinality set that prompted extensive discussion in our team, which is the cardinality of the association between Token and Colour. While it is clear that each token can only have one colour, the opposite cardinality is more ambiguous as we need to consider the issue of tokens being removed, or a possible extension of the game where extra tokens beyond the preset 18 are added.

In the end, we decided to go with 2..9, where each colour can represent from 2 up to 9 tokens. Each colour can also represent a maximum of 9 tokens, as we decided to not take into account extensions to the game as of yet.

As for the minimum, when tokens are removed from the board, we consider them to stop existing in the context of the current game, therefore the tokens that can be represented by a colour will dwindle as the game progresses. As the game ends when a player has less than 3 tokens, this means that there will be a minimum of two tokens remaining on the board, therefore it is not possible for a colour to represent less than 2 tokens in any given round. Additionally, during the placement phase, the tokens are considered to be existing in the players' inventory, so the tokens are already being represented by their specific colour in that phase. Overall, there are no situations that we could identify where a colour can represent less than two tokens.

The next cardinality that we'd like to discuss is also related to the above, which is the set of cardinalities between Token and Board. Since our current game only supports one round at a time, this means that only one Board will exist at any given moment, therefore the

cardinality of Board to each Token is clearly 1. However, the interesting part is Token's cardinality, which is 0..18.

Initially, we wondered if the minimum number of tokens on a board should be 5, as the game ends when a player has less than 3 tokens. This means that there should be a minimum of 5 tokens on the board when a game ends, where 2 tokens belong to the defeated player and 3 belonging to the winner. However, after going through the general feedback given on Sprint 1, we realised that there is one case where a board can have 0 tokens – which is the start of the placement phase. As it is, there can also be a maximum of 18 tokens on the board, which is a possible scenario at the end of the placement phase. After considering all of the above factors, we determined that 0..18 should be the most accurate cardinality in regards to Tokens related to Board.

Design Pattern

For our project, we decided to follow the MVC (Model-View-Controller) design architecture as we found it to be the most intuitive. Due to MVC's modularisation of the project into three interconnected subcomponents, we believe that this structure will make it easier for us to implement and extend each component independently without affecting the others.

In addition to that, two out of three members of our team have had experience working with MVC on industrial-scale software, thus we have a clear understanding on how MVC facilitates building complex, scalable applications. While the initial learning curve may be steep, especially for the third member who has not experienced MVC development before, we believe that the higher initial investment is worth the strong foundation that MVC can provide for our project.

Discussion on Alternatives

Before deciding on MVC, we considered implementing an observer design pattern instead of View-Controller in MVC. We believed that the observer pattern would work well to send data on user input to the backend without changing the Subject or Observer class, which is in line with the Open/Closed Principle. The flexibility offered by the feature of subscribing and unsubscribing to observers based on the needs of the individual module was a major advantage.

Despite that, after evaluating the scope of our project, we decided against using the observer design pattern as it may introduce unnecessary complexity and overheads. As our project flow is fairly straightforward, the effort spent setting up observer channels might be redundant if there is only one subject that is dependent on the state of the object.