

Chain Reaction JAVA



CSE 201 - Advanced Programming

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Implementation & Design

- Game is composed of Players, Grid
- Grid is composed of Cells

Singleton - Only one instance of Game Class

Strategy - Cell class click listeners

- Virtual Click by undo button
- Actual Click by a player

Observer - Listener - Animation relation
Grid color

Chain of Responsibility



Problems/Issues faced

Problems	Solutions
Parallel Animation of Splitting	Parallel transition function, which when finished calls the make available function
automatic changing of cell owner after splitting	Passed the owner player as variable for one move by a player
Undo button	Saving history (each move) and replaying moves
Clicking while animation is playing	Disabled the cells (listeners) while animation is running



Work Distribution

Dhruv Bhagat	Animation, Serialization, Game Logic Classes : Main, Cell, Game, Grid, NonUniqueColorException
Sushant Kumar Singh	UI, Undo and Resume, Game Logic, Project Extension Classes : UIViewController, Player, Settings, Game, History, Cell



Project Extension

LAN based Multiplayer Game

We have added the feature of hosting and playing the Game on net

Host : Create a game server and also a Client (you)

Join : Join to game hosted by another players after creating a Client (you)