Words On alternate class diagram:

In this alternate diagram we combined our previous implementation of Rule Interface and the messaging design.

The reason why we considered this as an alternative is, the messaging design pattern is harder to implement but would prove a more solid design, which would let us achieve to put timer on controller without giving out the information of our modal class, for this project it would be the timer case. Right now we put this timer into our engine, which is easier to use and implement but less adaptable.

The reason for why we changed our Rule interface is, now we can use our working phase 1 project as a library and build up on top of that. The current requirements can also be implemented by using the phase 1 game, which our Rule interface was relying on maths, and it would be equally hard since we are not adding up anything dependent on this interface.

Rule interface changing was not essential and necessary.

However for the controller case, this would take some larger amount of time to implement because now the design is slightly changing.