Ideas Lab

Thu, Oct 27, 2022

Roles

Dylan

Dylan will be responsible for any programming related to computation and statistics with help from Jason and will also be the main presenter.

Trevin

Trevin will be responsible for all graphic design and and will work on architectural decisions with Jason as well.

Taylor

Taylor will be writing most of the documentation and supporting literature as well as testing.

Jason

Jason will be working on the programming and architectural design decisions along with Trevin and Dylan.

Idea

The project will be a game launcher written in JavaFX. We will attempt to implement 2-4 of the following games:

- Connect Four
- Checkers
- Snake
- Hangman

We reserve the right to add or remove games from this list.

The game launcher will save a high score for each game. Some games may have an AI implemented to play against and others may be two player.

Architecture

Creational

Each game will use a `builder pattern` in order to configure complex game options.

Behavioral

The `command pattern` will be used in order to implement an undo/redo capability.

Structural

The `facade pattern` will be used for interacting with a complex game object consisting of components such as a timer or players.