

Our team chose to design the feature of having roles assigned to players in games that support roles (e.g., dealer, banker, facilitator, etc.).

We started with allowing the GameFactoryFactory to return a new type of GameFactory called RoledGameFactory. This RoledGameFactory creates a RoledTable, which implements the Table interface. In a RoledTable, there are roled players instead of a general player, which are themselves implementations of players. As opposed to standard player implementation, however, this also has a role instance variable that can be retrieved via a method call. In a RoledTable, when calling the partiesReady() method, in addition to standard checks, it will also check if all players have been assigned a role.

