

For iteration 2, we planned to add to the program an object that kept track of the current buttons displayed and hid buttons as a user maneuvered through the menu. In writing this, however, we realized that would not be the best way of getting this to work. It would be difficult to support different games having different buttons, and as a result, we opted to create a new event that, in Pickup 52 multiplayer, returns a move that displays the buttons on the screen but returns a move to set the Quorum directly to 1 player if Pickup 52 single player is the current game. Then, all buttons were hidden by the move of setting the quorum after selecting it. The way we decided to do the game selection worked very well. The game selection buttons are created upon the host joining, and they utilize the list of games in GameFactoryFactory to ensure all available games are shown. Next, after a button is clicked, it creates a SelectGameEvent that selects the event in GameController and hides the game selection buttons. This ended up working very well, and we were able to navigate the menus and start the game as expected.