CARTAGENA BOARD GAME

***What parts did we covered***

* **Two players connected through the network**
* **One player is a server and other is a client.**
* **First, server creates 2 players and 12 pirates and 180 cards, and then this information is shared over the network to client.**
* **Hand of client is created with the information taken from server.**
* **Both of the players are ready to get start.**
* **Each player can end the turn when they are the current player and then this information is shared over the network so that new turns can be played.**
* **A player can move forward and backward in its scene with choosing card and random pirates chosen automatically but this information could not be sent and handled correctly in the other scene.**

***Difficulties***

* **Connection of GUI, model and network with each other**
* **Socket programming and thinking players with respect to each other**
* **GUI**

***How to handled difficulties***

* **MVC design pattern**
* **Thinking one player as a client and other as a server while sending moves between them**
* **Command design pattern**
* **Could not handle the GUI part easily**

**You can see our game scene and UML diagram below.**

