

UNIVERSITY OF GLASGOW

Advance Programming
Assessed Coursework

Efraín Manuel Villanueva Castilla
2488514V

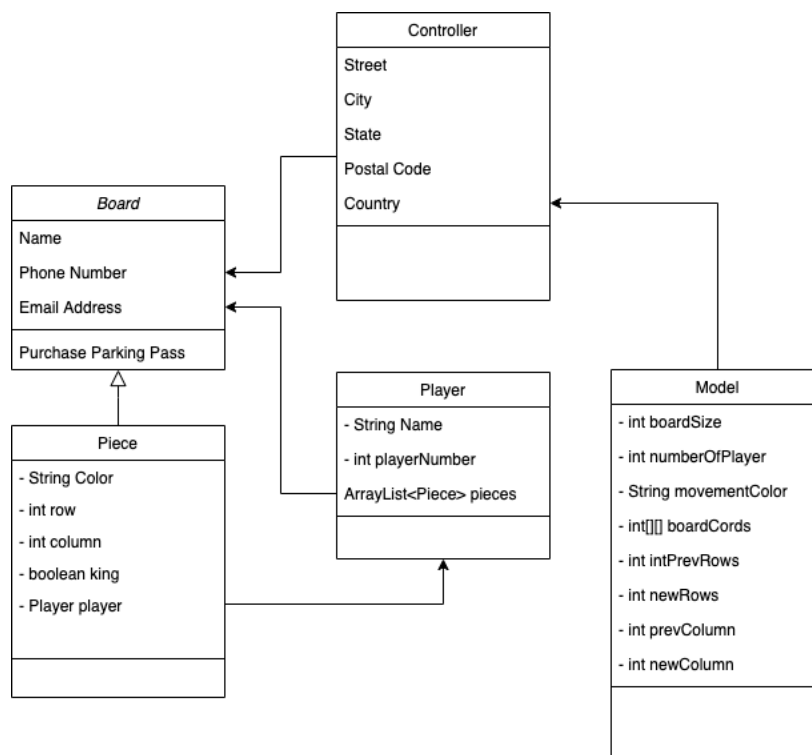
Draughts

First this software was design as a regular program in java to try and fulfill all the game specifications first. The aim of the game is to be played in turns; two people must be moving the pieces. The game starts with normal pieces and they become kings when they reach the other side of the board, pieces que only moves in diagonal forwards only one space, only kings can move forwards and backwards, but only one space too. The aim of the game is to keep playing until one of the two players has no pieces left on the board.

For the development of the game I created the classes Player, Board and Piece, along with a model and a Controller that will help to send and receive information through the process. Below you can see a class diagram of the software.

The class Player will be in charge of the information of the users who are playing the game, players has pieces with them, that means when a game starts pieces according to the players will be allocated so they can move the pieces on the board. The Board is the most used class since it has all the information that is happening on the system, how many users are, the information of the users, the last move, all possible moves, among other things.

The View of the software is created inside Board, also I use other classes to create useful components, like the class TileBtn, that is the one in charge of having the pieces to play.



Application level protocol

The clients connect with the server and the server is the one in charge of sending the information to them. The server will have the info of the board and the move of the pieces, the clients listen to these changes and update the views.

