

Dominion

Analysis, Design and Software Architecture

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Abstract

This project is about a virtual representation of the card game Dominion in C#. Dominion is a turn-based, deck-building game, where the objective is to gather more points than the other players. The game is played by 2 - 4 players.

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1 Requirements

1.1 Mandatory

Must be able to play a full game of Dominion

- Must support 2 players in Hot-Seat configuration
- At least 10 Kingdom cards must work
- The game must be playable in a Picture-based GUI

1.2 Secondary

High priority

- Be able to play the game with 3 or more players
- Be able to use at least 20 Kingdom cards
- Be able to select Game Mode
 - Be able to play 'First Game' Card-set
 - Be able to play with 10 randomly select Kingdom cards
- Be able to see all Available Kingdom cards without scrolling

Medium priority

- Be able to view a Tooltip when mousing over any Card in the game
- Be able to play the game over LAN
- Be able to use all Kingdom cards (from the original version of the game)
- Be able to play all the Card-sets defined in the original rules

Low priority

- Be able to Draft Kingdom cards
- Be able to play the game over the Internet
- Be able to select different screensizes
- Be able to play in fullscreen

- Be able to create a User, that is saved across multiple games, with the following information:
 - Statistics
 - Options (if any)
 - Achievements (if implemented)
- Be able to support Extensions of the basic game
- Implement Achievements for funny and/or hard accomplishments

2 Overview

This project is about our virtual representation of the card game Dominion. Dominion is a turn-based, deck-building game. The objective of the game is to use Action cards to improve your chances or damage the opponent players and using Treasure cards to buy more powerful Action/Treasure/Victory cards to gain the upper hand.

We are planning on using a Model-View-Controller architecture. We want to separate our GUI from both the game rules and the state of the game via the controller. In essence we are likely to have a somewhat static model of the rules and a more dynamic and changing model of the state of the current game.

Frederik Lysgaard is the guy responsible for the design of our graphical interface. He is also the best Dominion player in our group. Because of this, he knows a lot of the usual strategies and is our general "go-to" guy when it comes to the tactics of the game.

Christian Jensen is responsible for implementing the way the different cards interact with the state of the game when used. Christian is also the guy who will be looking into the networking portion of the project if/when it becomes relevant.

Jakob Melnyk is responsible for modeling the state of the game and the communication between the GUI and the model (in our model-view-controller architecture). Jakob Melnyk is also the "version-control-guy", the person with the final word in discussions and the general log-keeper for the group.

3 Dictionary

3.1 General terms

This section describes the general "out-of-game" terms.

Achievements An achievement is token rewarded for funny and/or hard accomplishments within the game.

Card-set A card-set is 10 different Kingdom cards. Card-sets are used to create a different play experience every time you play.

Dominion The card-game we are making a virtual representation of. A link to the full rules can be found at Rio Grande Games [2].

Draft Drafting is done by player 1 selecting one Kingdom card to be used in the game, then player 2 selects a Kingdom card, player 3 selects a Kingdom card, player 4 selects a Kingdom card, then back to player 1. This cycle repeats until a set number of Kingdom cards have been selected.

Extensions Expansion packs add additional types of cards to the pool of cards.

Game Mode There are different possible game modes: draft, random card selection and predefined card-sets. These are selected before the game starts.

Hot-Seat Hot-Seat is the act of having 2 or more players play on the same computer. The active player "sits" in the hot-seat while playing, then passing the spot to the next player when his turn ends.

Message Type Messages of different types can be passed around in our server-client network.

Model-View-Control Often abbreviated MVC, Model-View-Control is often used to separate something "showing" data and the actual representation of the data on the disk. Control is usually the middle-link that takes care of the communication between the two.

Picture-based GUI A pictured-based GUI is a visual representation of the state of the game. The different cards are shown as pictures in the GUI.

Server-Client In a client-server design, the clients communicate with the server and the server then relays the information it was given by the client to the other clients.

Statistics Statistics such as number of games played, numbers of games won/lost, and other similar data about gameplay.

Tooltip A box with text describing something in the GUI in detail.

User A user is an entity storing statistics and achievements over the course of different games.

3.2 In-Game terms

This section describes the types of cards, supply and other "in-game" terms.

Available Available Cards are the Cards that can be bought from the Supply.

Action Phase In an action phase, a player have one Action, which he or she may use to play an Action Card. Playing an action card this way always costs one Action. Cards played may allow a player to receive additional actions. The Action Phase ends when a player has no more Actions left or chooses not to use his or her remaining Actions.

Buy Phase When a player's Action Phase ends, the Buy Phase begins. In this, the player receives a "Coin" amount, which is the combined value of all Treasure Cards in his or her hand and any Action Cards, that add "Coins". The player can then use a Buy to buy any Card they want from the Supply. Played Action Cards can allow more Buys. Bought Cards are added to the Discard Stack. After the Buy Phase, the Clean-Up Phase begins

Card A Card is the basic playing unit in Dominion. Everything you 'own' is represented by a Card in your deck. Cards are primarily added to the deck through the Buy phase. Each Card has a value, which represents what it costs to get during the Buy Phase.

Curse Card A Curse Card is a special type of Victory Card, which gives a negative amount of Victory Points. While these cards can technically be bought by any player and added to his or her deck, they are usually given to other players by using Attack Cards against them.

Kingdom Card Kingdom Cards are what make each game of Dominion unique. With one exception all Cards here are Action Cards (one is a special Victory Card) and there are no Action Cards which are not Kingdom Cards. Each game requires selecting 10 of the 25 Kingdom Cards to use.

Action Card An Action Card is used during the Action Phase.

Attack Card An Attack Card is a type of Card which affects other players negatively. All Attack Cards are Action Cards and the "Attack" activates when the Card is used as an Action.]

Action-Reaction Card A Reaction card is used to respond to an Attack by another player. When an Attack Card is used against a player, that player may reveal a Reaction Card from his or her hand and do what the Reaction allows. Only one Reaction Card is in this game, 'Moat', which allows the player to negate the attack used against them.

Kingdom Victory Card A Kingdom Victory Card is a card that does generally not behave like usual Victory Card, but instead have special effects granting the player Victory Points.

Treasure Card A Treasure Card adds a number of "Coins" to spend in the Buy Phase. Note that a Treasure Cards value (the price to buy it) are usually different from what they cost to buy.

Victory Card A Victory Card gives a number of Victory Points at the end of the game. The player with the most Victory Points win the game.

Clean-up Phase The Clean-up Phase consists of putting all bought Cards, played Cards and Cards remaining in the Hand into the Discard Stack.

Deck A players Deck is his or her representation in the game. It consists of all the Cards that player started with and have bought during the game. A player's Draw Stack, Discard Stack and Hand is that player's Deck.

Discard Stack This contains previously played cards and any newly bought cards.

Draw Stack This contains face-down Cards for a player to draw. When there are no more cards available for a player to draw, the Discard Stack is shuffled and used as a new Draw Stack. Each player have their own Draw Stack and Discard Stack.

Hand The Hand represents a players current options in the following turn. These are drawn at the start of the game and each player draws a new hand after a turn has finished. When drawing a new hand, it always consists of 5 Cards.

Supply The Supply consists of 10 types of Kingdom Cards, 3 types of Treasure Cards, 3 types of Victory Cards and Curse Cards.

Round A game of Dominion consists of a number of rounds. Each Round is divided in to Turns, one for each player.

Trash Stack Sometimes a Card calls for itself or some other card to be Trashed. This means that it should be completely removed from the game and the Trashed Card is put on to the Trash Stack. All players share the Trash Stack.

Turn The player usually take turns in clockwise order. A players next Turn will be in the following Round.

4 Example

Frederik Roden Lysgaard This will be an example of our project, which is a graphical representation of the cardgame "Dominion", published by Rio Grande Games. The walk-through will be built up around certain screenshots and will cover the following points:

- Starting the game, hotseat or LAN.
- Getting started, what is Dominion really about?
- The user interface.
- End of game.

4.1 Starting the game, hotseat or LAN.

4.1.1 LAN

When starting the application you will be presented with a console window asking you to take the role of either Client or Server. `pic(clientinput)` often one of the players will choose server and will then be able to give his fellow players who chose client, an IP to connect to. `pic(startserver)` when the appropriate amount of players has joined the server (usually 3-4) then the person with the server program running will call `startgame` (command is `<STGM>`) and the game will then start. `pic(startgame)` `pic(startscreen)`

4.1.2 Hot-Seat

This is done almost identically to the procedure for a LAN game the only exception is, that instead of letting other computers create a client, you just run multiple instances of the application on your computer like so: `pic(serverclient)` and after that it's just that same as with LAN games.

4.2 Getting started, what is Dominion really about?

Dominion is a deckbuilding game which means, that the object of the game is to build yourself a deck which will give you the best hands, and thereby giving you the edge in getting the most victory points which in the end determines who wins. I already introduced some of the game-specific words and I will now show where they are placed on the playing board and what their responsibility is:

4.3 T

he user interface. `pic (actioncard)`

- hand The hand is where you see what you have drawn each turn. In Dominion there's three kind of cards: Treasure, Victory or Action all three kinds can be drawn into this field. If you click on a Action card while it's placed in hand and you got actions left then the card will be moved from the hand to the actionzone.
- actionzone The actionzone is where the actioncards that is played from the hand is shown. Only actioncards can be drawn in this zone. When a turn ends the actionzone will be cleared and the actioncards will all be moved to the discard.
- discard the discard zone is where the cards go when they are not in use anymore, you can't click on cards while they are in the discardzone, while in the discardzone the cards can only wait to be shuffled into the deck again.
- deck the deck is where the cards is held until they are drawn at new.
- supply the supplyzone that are drawn to right side of the GUI is crucial to the game this is where you can buy your kingdom cards and there by increase your decks size and strength, as we can see, we draw both the seven static victory/treasure cards and 10 extra kingdomcards, which also was one of our mandatory requirements.

4.4 e

nd of game. As stated by the Dominion game rules the game ends when either the province victory pile is empty or three kingdomcard piles are empty. When this happens we check which player has earned the titel of winer. If you are indeed the winner then you will be greated with a lovely congratulations message printed across the screen. `pic(youarewinner)` but if you loose you will be meet with disgust. `pic(youloose)` So to summarize our digital representation of Dominion let's you play with 10 preset kingdom-cards in graphical interface with your friends either over hotseat or local area network. Which by total coincidence also is our mandatory requirements.

5 Revision History

Some of our commits to our Github (<https://github.com/esfdk/BDSADominion>) with commit ID. The commits are sorted by time of commit, descending. Full commit log can be found at: <https://github.com/esfdk/BDSADominion/commits>

19af7f669a71e5c262d5eaab540f1b51a591089f : SolitaireRun added, code coverage looking good

e92c7c5381f65ca8f3deef9458922373c4da81de : Put BON files into Hand-in.

940473cec8b897f58774415fa99eb6fd50771b07 : Merged dotCover file added. System design and production of network added.

Code freeze

9d86882ca255502d2cd07bdfbc13e84b13d50fb8 : Lots of work on hand-in getting done.

c2dcc6786210ecf5ac74a8d34bcf07e72cf8360c : pex snapshot

a397b2b79291e8349e106ef1773406e3c3a57e55 : made a dotcover solitaire run

cae05ae98caefbeaf2cf31fa4eb9473507486ce1 : contract

00782159d83baf89bf3a41acea7f87d6484e263f : network design done.

28cb2b5c8f343793662fa0cec0d8dae0e8476564 : Fixed bug in shuffling of cards. Not as random as it was before.

234ca16500ee52cbf8f37dff117de83c07febebe : informal is now legit

e22f402855a48cc2ce93ce651305bb801e121d75 : Key and control update

fe7e9ba83b41594a5ef91560afb505a55da627 : Some pex tests, better shuffle method, fixed adventurer and more.

3074885da9f22646bac0becbfe8bc45ae975723a : Made some changes to GUI it looks good now

e083766fe15b127f0a9ae03528e1eea956a6702e : dotCover solo run added

1951adb1e07b4d9735847e0bf3e622464380aa2f : Trying to get these weird bugs out of the game.

7c53affdf9aba583efc71dedab9476fe1441eeea : Done with some of the docs for the GUI

1173a01763032deb6b033d01471039be84a61f0f : Wrote some of system design and started on system production

a35c4939236770661fb751f378be4c7e5259d0fe : Formal bon 99% done for Melnyk.

97ae13e744b2283f0a0aecafae954b357d0e2c04 : Minor fix in Control to possibly prevent crashes. Also added some more Contracts to the formal BON.

aa1c0af808bc536cc50e5e988e185834ca34bd13 : GUI start update working now

9d4d9b2bcf0b8acda2544fd3c93ad926122237c4 : added the listeners

44f6bb367f5b56014069c2bfd8b1e8fd1a61da7c : Made files to be used in the hand-in.

911af507af6ec9e64a36d470280d1b4d7e9707d7 : Network starts the game

b7210739f2ed0b37875ab7d4a858559602e029b2 : Server PreGame messaging working. Still lots of WriteLine.

9a3c7bfc2334e04a0709a09eeb0d1b4a532327a7 : Much of Melnyk's part of Control is done! Mainly need communication with server!

3417bf70282d5b3bdfd39c8855f258eeb05e57a2 : Network seems to be working alright.

c710a8d4a93dfdc6623be4022bcb8da2a0259d4d : GUIInterface done. Network testing

bb1b5dbabccfc6c7d3c1d25ffa97fcf5e8d37b64 : Starting tests on network interface

537f2f25db57b263d63cac1ab298a69de5e80bf3 : GUI-Interface almost done, only need endPhase button in gamestate.

9f2a6f20d46e0037a2dfa2d917b3030b720551c3 : GUI Interface getting up and running. Console added :D

a883a6fd4d552fe71cb3aae641a7ec0af4037e06 : GUI now draws what needs to be drawn

7c368444740ed2bc8d49027e7a7d666674600ec2 : Finished gamestate and player for now

24454e804bde99435b2022244e6307d89a9c323a : GUI now updated to work with Card-Name

1ddb9247acd2f32b0e979f7dd561bd98edf4d570: Alfa GUI is done. LOCK AND LOAD!

5c28c48e556fea810b4dec2e3db4108f6c455ae4 : Diary and some gamestate stuff done.

857d25376348dd601579e20899eb76efc074a30d : Networking added. More or less direct copy of work done outside of project. Interfacing with Control added, but not completed

bec4f5f40ae4aca6189ab41078fbd9c0475ca8e5 : Started coding gamestate

523bd81b3a6e0e20185ff5e2b3aa5fce13ccbc25 : Arranged classes into folders for better overview.

ff7248e0612f9f2e53525fde41de536b22d624b7 : Started creating gamestate in code

5e858aff8cab0331b3a504f4d4280a4dbf774cc7 : Did lots of BON

1d7eb386c7839a9c97ac1b8efb286b12fdaf7d97 : Added all the necessary classes for the GUI part of the project

6af320925f540af6842e9b6156355738d3cc94b1 : Did a lot of informal BON

25ff80260b970ec14e36728249e3f9cb324052b0 : Did some BON and added some diary entries

e0ce1ea7ec8bd8345bfb6f66c77c3d908d40af03 : Put in BON files

86029d88fde9a403f777855e433cd3fd8775ff7e : Added diary files

533e909a8d36dbffb1c6953cf99639a5baa90fbc : Added GUI classes

905a2d3a02218dec666bff65c4738306e9e7877c : Starting project

6 Milestones

6.1 System analysis

6.2 System design

6.2.1 General

We decided to use an MVC pattern for our overall structure, because we felt we could separate the model (the GameState), the View (GUI) and Control (Game Logic and more). We also use a Client-Server architecture to do the network communication. We have all used BON to describe most of our architecture.

6.2.2 GUI

Frederik Lysgaard In terms of system design, there isn't really much to say to the GUI part since none of us knew the XNA framework, and therefore didn't have any knowledge of the limitations and benefits. This led to a very ad hoc way of designing the GUI system, for the first draft I used my extensive knowledge of the game to try and get an overview of the components needed to properly display and play a game of Dominion. This resulted in the basic design for the GUI, but since I was still a beginner to XNA, this led to a design with almost all the right classes but with some strange inheritance, all in all it felt weird which made me study XNA some more, and after having used some days getting familiar with the framework I came up with the second and final draft.

Even though this was the final draft, it was far from perfect, I would for example if I had, had more time with XNA before the project suggested some inheritance between the zones since they all are made from the same sprite "template". So to summarize there wasn't really any general battle plan for the GUI system design at the start of the project, which was a challenge, that taught me one thing, if you know you're going to work in a new framework, learn it beforehand.

6.2.3 Client & Server and Control (Server and start-up parts)

Christian Jensen When we set out to make Dominion, we knew that network should not be a mandatory requirement, yet here we are with it. There are several reasons for this, such as that even to be moderately able to play the game, multiple computers should be involved. However, on a more practical level, I lacked an area of responsibility after we decided to couple the Control and GameState tighter, and network seemed an obvious idea.

I had one problem however: I had little to no idea about how to build a network system that would be appropriate for the project (nor did any of my teammates), both in terms of C# and networks in general. This is the primary reason why I could not sit down and design a network off my head. I needed to study the options first.

I did what any respectable coder would do; I searched the internet to see if somebody already had coded a solution. I came by several solutions but they were either not doing what we needed or was too complex. An answer presented itself. I knew of a

guy who is in a group doing a separate project and who is a wiz at networks in general (Simon Henriksen, shen@itu.dk) and the network part for their project (Descent) was quite similar to what we needed. We had several inter-group meetings during the project period with his group and a third (Magic the Gathering) and I asked him to help me understand several concepts related to networks and how C# could use them.

He often referenced to his own implementation and just like using an Internet example to provide the basis for an implementation, he graciously allowed me to use his implementation as the basis for mine. I am not particularly proud of this point, but my options were either use some structure I didn't really understand or use this, which I will claim to have grasped quite well.

6.2.4 Gamestate and Control (Game Logic)

Jakob Melnyk At first we decided to split Control, the static game logic and the dynamic game model into three different pieces of the architecture, but after a lot of thought and effort went into how to create the Game Logic (or more specifically, the card rules) as a separate entity, we could not come up with a way to do it that did not seem very awkward. Instead we decided to let the Control class handle what happens when, for example, a specific card is played in the game.

So instead of both a dynamic and a static model as two separate entities, we now had the dynamic model and the Control class making the magic happen. Whilst Control seems a little awkward and cluttered at the moment, we feel we have really achieved what we wanted to with the Model-View-Control.

Most of the BON I made for the Gamestate was done in a way so that it would be easy for an outside source to access what he needed to know to make the dynamic model change. However, instead of making a very vast interface for all the different collections, I instead made them public. This does not seem like a particularly good idea, but I chose to show some of the private stuff instead of making a huge interface (in terms of method count). I could have considered using a (richer) invariant to better make sure that my privates were shielded from harm.

I made no BON-specification for the Control class and how it works, because it has no public interface except for its constructor.

Considering how our architecture and our system works, the way I have designed the cards both as Enums and as Card objects can seem a bit overkill, especially the very large inheritance hierarchy on the Cards. It worked out well in the end, because even though it is clunky and awkward, it makes much of the implementation easier - especially with a Factory such as CardFactory.

6.2.5 BON specification

We have included all of our BON in section 7 on page 21. Most of our BON was started before we started coding, but a lot of the classes have since been expanded with more

contracts and more queries.

6.3 System production

6.3.1 General

Our split into the different, very separate parts of the code, made it somewhat cumbersome to combine at the end, but once it actually combined, it was quite an easy ride home in terms of getting the game to play. The different parts of the architecture should be quite replaceable, especially considering the `GUIInterface` and `NetworkingInterface` concepts and the way `Gamestate` works.

6.3.2 GUI

Frederik Lysgaard The production of the GUI can be split into three parts:

- The initial idea.
- The attempt to write it.
- And at last the rewrite of it all.

So let's start at the beginning. The initial idea of how to produce the gui was that all drawn classes should inherit from a super `Sprite` class but as I began coding I realized that the idea wouldn't be so optimal, since we had different objects with different positions which at that point, in my XNA training, seemed to make it all very hard to draw, atleast with different positions.

So after realizing that my first attempt of code was not going to work, I set to rewriting what I already had and try and reform it with my new knowledge of XNA. I then ended up with what is our end GUI which consist of a lot of zones where you can either draw buttons or cards sprites to, this seemed like a extremely easy straight forward solution, even though if I had had more time, I would have loved to code in some inheritance, espically a super zoneclass that would act as template for the other zoneclasses.

6.3.3 Server and Control (Server and start-up parts)

Christian Jensen We had talked about networks and it was clear that we didn't want to communicate directly with clients and server. An interface was needed. `Dominion` has several cards that require a player to respond to how they want to react to it when another player plays it. This means that we needed to ensure that the other players has a chance to make a choice if such a card is played. The way that this works is though the `TurnMessage` method, through which all communication takes place.

In `TurnMessage` a arbitrary string is passed to the `NetworkInterface`. The only requirement is that it does not contain `'—'`, `'ı'` and `'ç'`, as these characters are used by the system. This is then wrapped in 2 pieces of information: a `MessageType`, which tells the

server and the other clients what kind of message it is, and also added, is a piece of text that signifies the end of the message.

This is then sent to the server. The server communicates with the clients through a number of Connection objects, one for each client. These also contain the Socket objects on the server side. The Socket listens to incoming messages thanks to the BeginReceive method, which then calls BeginReceiveCallback when a message is received. This method and the asyncResult it takes as a parameter, along with BeginReceive, is the basis of the entire network.

The message is then passed to the server itself through an event. This ensures that the server can take any messages it receives at the "same" time. The message passed to the server no longer contains the End of File textpiece, but still contains the message type. The Server can then use the message type to determine how to act with it. In most cases, the server will simply forward the message.

The server keeps all its Connections (which basically is its clients) in a Dictionary, with the Id of the player as the key. As keys are created incrementally as clients join before the game, 1 is defined by us as the Host, since the Host joins almost instantly after creating the server. The server can then use this Dictionary to forward the message, by excluding the Connection with the Id matching the Connection that the message was received from.

The message gets reattached with its message type and also joining it is the Id of the player that sent the message. The Client receives it in almost the same way that the Connection does; through a BeginReceive and a BeginReceiveCallback. The Client then passes the message to GuiInterface, after removing the End of File text.

Then we are back at the GuiInterface, this is where things get interesting. Depending on the message type, the GuiInterface reacts differently. System messages are passed on through the event MessageReceived. Action messages are also passed on, but they also fling a message of the third type back through the system, the Response. Response messages are stored in an array, where they await something to pick them up.

The Response message is how I have planned to implement cards that require a reaction from another player. The idea is that on all normal action cards (i.e. cards that don't require another player to actively make a choice) a 'message received' Response, sent from every other player and this is then the 'insurance' that all players have received the message by the TurnMessage waiting for replies from all other players. These 'message received' returns are sent to all players, not just the active, so that everyone can be sure that everyone is still in the game. However, on a card that requires a real reply, it would instead send a WaitResponse type message, which would tell the sender that they should wait, because a message from that player was coming later.

Almost the entire system for this is in the code, apart from the infrastructure to WaitResponse. We have however chosen not to enable any of it in the build. We found that for one, it causes bugs in rare cases. Network is a fiddly thing to test and bugs happened, one reason being that messages were received too quickly after one another, due to the Threads that lie behind the listening structure. Another reason to disable it is that with the current structure we have no cards which require replies from any player that is not

currently active. Basically we prioritized our mandatory requirement, that the game should be able to be played, rather than implementing a perhaps overly fancy feature.

PreGame: The server need to set up the group of people playing. This is accomplished through these step: first a person creates a server though the console at the beginning of the game. This command creates a server and a client object, the last of which instantly connects to the first. He is then shown his IP, which other people can connect to, by creating a client instead of a server and typing the IP address of the host. To begin the game, a special command is required. All players can type messages, which are sent with PreGameMessage, which uses System message type instead of action. They are sent to all players and shown in the Console. The server is hardcoded to wait for the command '¡STGM¡' from client 1 (the host). This will cause the server to send a system message to all players, who are in turn hardcoded to wait for it, because it contains 2 key pieces of information: The total number of players and the id of the player. After this is recieved, the game will begin.

Obviously a console start-menu is not optimal, but the primary reason for not having this as part of the GUI is because the GUI lagged behind and we needed to fullfill our mandatory requirement: The game must work.

While the grand design might not have been there from the start, thought has gone into how the network should run, as this text should show.

6.3.4 Gamestate and Control (Game Logic)

Jakob Melnyk Coding my original specification I made in BON was pretty simple, but once I got the code written for it, a lot of contract possiblities came to mind, so I implemented these as well, and then later updated my BON to reflect on this.

I was really glad when I finally got to code Control, because then I would get to see the fruits of my architectural labour. Implementing how each card worked was a breeze, considering the interface I had to work with in Gamestate. It got a bit more tricky once I had to communicate with the GUI and Server, but they have a pretty simple interface as well, so it did not take long for us to get started on testing the system.

7 BON-specification

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1  system_chart BDSADominion
2  indexing
3      author: "Frederik Lysgaard (frly@itu.dk), Christian 'Troy' Jensen,
4      Jakob Melnyk (jmel@itu.dk)";
5      supervisor: "Joe Kiniry";
6      course: "BDSA-E2011";
7      created: "28th November 2011";
8      lastModified: "14th December 2011";
9  explanation
10     "System chart for the BDSADominion project in the Analysis, Design
11     and Software Architecture fall 2011 course."
12  cluster DOMINION_SYSTEM
13     description "The Dominion game system."
14  end
15
16  cluster_chart DOMINION_SYSTEM
17  class CONTROL
18     description "The man in the middle between the three parts of the architecture.
19     Contains game logic, starts the program, etc."
20  cluster GUI
21     description "Used to display the current state of the model and to interact with the user."
22  cluster GAMESTATE_CLUSTER
23     description "The 'model' of the project. Remembers information about most of the states and
24  cluster NETWORK_CLUSTER
25     description "Communicates between different instances of the application across LAN."
26  end

1  cluster_chart GAMESTATE_CLUSTER
2      indexing
3          author: "Jakob Melnyk (jmel@itu.dk)";
4          explanation "The classes making up the 'dynamic' state of the game. This includes decks,
5          hands, discard piles, etc."
6          class GAMESTATE
7              description "The overall 'state' of the current game."
8          class PLAYER
9              description "Represents a player and everything a player owns."
10         class ZONE
11             description "List of zones that can be targets of events."
12         cluster CARD_CLUSTER
13             description "The different kinds of cards."
14     end
15
16  class_chart GAMESTATE
17     indexing
18         author: "Jakob Melnyk (jmel@itu.dk)";
19         explanation "Keeps track of the players and everything the players share,
20         such as the trash pile and the supply."
21     query
22         "May I have a new gamestate with this set-up?",
23         "Who is the active player?",
24         "How many players are in the game?",
25         "Is the active player in the Action Phase?",
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26         "Is the active player in the Buy Phase?",
27         "What cards are in the trash pile?",
28         "What players are in the game?",
29         "What does the supply look like?",
30         "Number of actions left?",
31         "Number of buys left?",
32         "Number of coins left?",
33         "How many points does each player have?",
34     command
35         "Make this player the active player!",
36         "Begin Action Phase",
37         "End Action Phase",
38         "Begin Buy Phase",
39         "End Buy Phase",
40         "Do Clean-up phase",
41         "Increase the amount of actions the active player has by this much!",
42         "Increase the amount of buys the active player has by this much!",
43         "Increase the amount of coins the active player has by this much!",
44         "That player gains this card type in this zone from the supply.",
45     constraint
46         "Can have 2, 3 OR 4 players.",
47         "Cannot begin Action Phase while in Action Phase or Buy Phase.",
48         "Cannot end Action Phase while not in Action Phase.",
49         "Cannot begin Buy Phase while in Action Phase or Buy Phase.",
50         "Cannot end Buy Phase while not in Buy Phase.",
51         "The active player cannot be made the active player."
52 end
53
54 class_chart PLAYER
55     indexing
56         author: "Jakob Melnyk (jmel@itu.dk)";
57     explanation "Each player is represented by a player object that keeps track of their
58     decks, hands, discard piles, etc."
59     query
60         "May I have a new Player?",
61         "What cards do you have?",
62         "How many cards do you have in your deck?",
63         "How many cards do you have in your discard pile?",
64         "What card is on top of your discard pile?",
65         "What card is on top of your deck?",
66         "What cards do you have in your hand?",
67         "What number are you?",
68         "What cards have you played?",
69         "What have you put in your temporary zone?",
70     command
71         "Move this card from that zone to the temporary zone!",
72         "Move this card from the temporary zone to that zone!",
73         "Move this card from the hand to the temporary zone!",
74         "Add this card to that zone!",
75         "Remove this card from that zone!",
76         "Draw a card!",
77         "Draw this many cards!",
78     constraint
79         "A player cannot have a card in his deck, discard pile, hand, or 'played field'
80         that is not in his total set of cards."

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81 end
82
83 class_chart ZONE
84     indexing
85         author: "Jakob Melnyk (jmel@itu.dk)";
86         explanation "Represents the values used to refer to the zones in the player class
87         and gamestate class."
88         query
89             "May I have the value 'v'?",
90         constraint
91             "The values allowed for this class are exactly one of 'DECK',
92             'DISCARD', 'HAND', 'SUPPLY', 'PLAYED', 'TRASH'."
93 end

1  cluster_chart CARD_CLUSTER
2      indexing
3          author: "Jakob Melnyk (jmel@itu.dk)";
4          explanation "Cluster showing how card system works."
5          class CARD
6              description "A card."
7          class CARD_NAME
8              description "The names of all the cards."
9          class CARD_FACTORY
10             description "Produces cards."
11         cluster CARD_TYPES
12             description "The different meta-types of cards."
13         cluster CARDS
14             description "Contains all the cards from the game."
15 end
16
17 class_chart CARD
18     indexing
19         author: "Jakob Melnyk (jmel@itu.dk)";
20         explanation "A card is the representation of the cards within the game."
21         query
22             "What is your card name?",
23             "What is your card number?",
24             "Have you been initialized yet?",
25             "Are you equal to this object?",
26             "Are you and this other card the same?"
27         command
28             "Initialize yourself like this!"
29 end
30
31 cluster_chart CARD_TYPES
32     indexing
33         author: "Jakob Melnyk (jmel@itu.dk)";
34         explanation "The different types of cards that exist."
35         class TREASURE
36             description "A card used to buy new cards."
37         class VICTORY
38             description "A card that grants the points used to win the game."
39         class ACTION
40             description "A card used to help the player buy more cards,
41             get rid of unwanted cards, etc."

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42         class ACTION_ATTACK
43             description "A card that is used to 'attack' other players."
44         class ACTION_REACTION
45             description "A card used to react to opponent attacks."
46         class KINGDOM_VICTORY
47             description "A special kind of victory card."
48     end
49
50     class_chart TREASURE
51         indexing
52             author: "Jakob Melnyk (jmel@itu.dk)";
53         explanation "A card used to buy new cards."
54         inherit CARD
55     end
56
57     class_chart VICTORY
58         indexing
59             author: "Jakob Melnyk (jmel@itu.dk)";
60         explanation "A card that grants the points used to win the game."
61         inherit CARD
62     end
63
64     class_chart ACTION
65         indexing
66             author: "Jakob Melnyk (jmel@itu.dk)";
67         explanation "A card used to help the player buy more cards,
68             get rid of unwanted cards, etc."
69         inherit CARD
70     end
71
72     class_chart ACTION_ATTACK
73         indexing
74             author: "Jakob Melnyk (jmel@itu.dk)";
75         explanation "A card that is used to 'attack' other players."
76         inherit ACTION
77     end
78
79     class_chart ACTION_REACTION
80         indexing
81             author: "Jakob Melnyk (jmel@itu.dk)";
82         explanation "A card used to react to opponent attacks."
83         inherit ACTION
84     end
85
86     class_chart KINGDOM_VICTORY
87         indexing
88             author: "Jakob Melnyk (jmel@itu.dk)";
89         explanation "A special kind of victory card."
90         inherit VICTORY
91     end
92
93     class_chart CARD_NAME
94         indexing
95             author: "Jakob Melnyk (jmel@itu.dk)";
96         explanation "Represents the values used to refer to the card names."

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97     query
98         "May I have the value 'v'?"
99     constraint
100         "The values allowed for this class are exactly one of \
101         \'COPPER', 'SILVER', 'GOLD', 'CURSE', 'ESTATE', 'DUCHY', 'PROVINCE', \
102         \'CELLAR', 'CHAPEL', 'MOAT', 'CHANCELLOR', 'VILLAGE', 'WOODCUTTER', \
103         \'WORKSHOP', 'BUREAUCRAT', 'FEAST', 'GARDENS', 'MILITIA', 'MONEYLENDER', \
104         \'REMODEL', 'SMITHY', 'SPY', 'THIEF', 'THRONE_ROOM', 'COUNCIL_ROOM', 'FESTIVAL', \
105         \'LABORATORY', 'LIBRARY', 'MARKET', 'MINE',
106         'WITCH', 'ADVENTURER', 'EMPTY', 'BACKSIDE'."
107 end
108
109 class_chart CARD_FACTORY
110     indexing
111         author: "Jakob Melnyk (jmel@itu.dk)";
112     explanation "Factory for producing cards with the correct values."
113     query
114         "Has the factory been set up?",
115         "What cards have been made already?",
116     command
117         "Set up the factory with these cards!",
118         "Give me a card with this name!",
119     constraint
120         "A card that has already been made cannot be made again.",
121 end

1 cluster_chart CARDS
2     indexing
3         author: "Jakob Melnyk (jmel@itu.dk)";
4     explanation "Contains all the cards from a standard Dominion game."
5     class COPPER
6         description "The Copper card."
7     class SILVER
8         description "The Silver card."
9     class GOLD
10        description "The Gold card."
11    class CURSE
12        description "The Curse card."
13    class ESTATE
14        description "The Estate card."
15    class DUCHY
16        description "The Duchy card."
17    class PROVINCE
18        description "The Province card."
19    class CELLAR
20        description "The Cellar card."
21    class CHAPEL
22        description "The Chapel card."
23    class MOAT
24        description "The Moat card."
25    class CHANCELLOR
26        description "The Chancellor card."
27    class VILLAGE
28        description "The Village card."
29    class WOODCUTTER

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30         description "The Woodcutter card."
31     class WORKSHOP
32         description "The Workshop card."
33     class BUREAUCRAT
34         description "The Bureaucrat card."
35     class FEAST
36         description "The Feast card."
37     class GARDENS
38         description "The Gardens card."
39     class MILITIA
40         description "The Militia card."
41     class MONEYLENDER
42         description "The Moneylender card."
43     class REMODEL
44         description "The Remodel card."
45     class SMITHY
46         description "The Smithy card."
47     class SPY
48         description "The Spy card."
49     class THIEF
50         description "The Thief card."
51     class THRONE_ROOM
52         description "The Throne Room card."
53     class COUNCIL_ROOM
54         description "The Council Room card."
55     class FESTIVAL
56         description "The Festival card."
57     class LABORATORY
58         description "The Laboratory card."
59     class LIBRARY
60         description "The Library card."
61     class MARKET
62         description "The Market card."
63     class MINE
64         description "The Mine card."
65     class WITCH
66         description "The Witch card."
67     class ADVENTURER
68         description "The Adventurer card."
69 end
70
71 class_chart COPPER
72     indexing
73         author: "Jakob Melnyk (jmel@itu.dk)";
74         explanation "Worth one coin. Costs no coins."
75         inherit TREASURE
76 end
77
78 class_chart SILVER
79     indexing
80         author: "Jakob Melnyk (jmel@itu.dk)";
81         explanation "Worth two coins. Costs three coins."
82         inherit TREASURE
83 end
84

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85  class_chart GOLD
86      indexing
87          author: "Jakob Melnyk (jmel@itu.dk)";
88          explanation "Worth three coins. Costs six coins."
89          inherit TREASURE
90  end
91
92  class_chart CURSE
93      indexing
94          author: "Jakob Melnyk (jmel@itu.dk)";
95          explanation "Worth minus one victory point. Costs no coins."
96  end
97
98  class_chart ESTATE
99      indexing
100          author: "Jakob Melnyk (jmel@itu.dk)";
101          explanation "Worth one victory point. Costs two coins."
102          inherit VICTORY
103  end
104
105  class_chart DUCHY
106      indexing
107          author: "Jakob Melnyk (jmel@itu.dk)";
108          explanation "Worth three victory points. Costs five coins."
109          inherit VICTORY
110  end
111
112  class_chart PROVINCE
113      indexing
114          author: "Jakob Melnyk (jmel@itu.dk)";
115          explanation "Worth six victory points. Costs eight coins."
116          inherit VICTORY
117  end
118
119  class_chart GARDENS
120      indexing
121          author: "Jakob Melnyk (jmel@itu.dk)";
122          explanation "Worth one victory point for every ten cards in your deck
123          (rounded down) at the end of the game. Costs four coins."
124          inherit KINGDOM_VICTORY
125  end
126
127  class_chart CELLAR
128      indexing
129          author: "Jakob Melnyk (jmel@itu.dk)";
130          explanation "Grants one action. \
131          \Discard any number of cards - draw one card for each card discarded. \
132          \Costs two coins."
133          inherit ACTION
134  end
135
136  class_chart CHAPEL
137      indexing
138          author: "Jakob Melnyk (jmel@itu.dk)";
139          explanation "Trash up to four cards from your hand. Costs two coins."

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140         inherit ACTION
141     end
142
143     class_chart CHANCELLOR
144         indexing
145             author: "Jakob Melnyk (jmel@itu.dk)";
146             explanation "Grants two coins. The player may immediately
147             put your deck into your discard pile. \
148                 \Costs three coins."
149         inherit ACTION
150     end
151
152     class_chart VILLAGE
153         indexing
154             author: "Jakob Melnyk (jmel@itu.dk)";
155             explanation "Grants one card. Grants two actions. Costs three coins."
156         inherit ACTION
157     end
158
159     class_chart WOODCUTTER
160         indexing
161             author: "Jakob Melnyk (jmel@itu.dk)";
162             explanation "Grants one buy. Grants two coins. Costs three coins."
163         inherit ACTION
164     end
165
166     class_chart WORKSHOP
167         indexing
168             author: "Jakob Melnyk (jmel@itu.dk)";
169             explanation "Player gains a card costing up to four coins. Costs three coins."
170         inherit ACTION
171     end
172
173     class_chart FEAST
174         indexing
175             author: "Jakob Melnyk (jmel@itu.dk)";
176             explanation "Player trashes this card.
177             Gain a card costing up to five coins. Costs 4 coins."
178         inherit ACTION
179     end
180
181     class_chart MONEYLENDER
182         indexing
183             author: "Jakob Melnyk (jmel@itu.dk)";
184             explanation "Player trashes a Copper card from his/her hand. \
185                 \If the player does so, he is granted three coins. Costs four coins."
186         inherit ACTION
187     end
188
189     class_chart REMODEL
190         indexing
191             author: "Jakob Melnyk (jmel@itu.dk)";
192             explanation "Player trashes a card from his/her hand.
193             Player gains a card costing up to two coins more \
194                 \than the trashed card. Costs 4 coins."

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195         inherit ACTION
196     end
197
198     class_chart SMITHY
199         indexing
200             author: "Jakob Melnyk (jmel@itu.dk)";
201             explanation "Grants three cards. Costs four coins."
202             inherit ACTION
203     end
204
205     class_chart THRONE_ROOM
206         indexing
207             author: "Jakob Melnyk (jmel@itu.dk)";
208             explanation "Player chooses an Action card in his/her hand.
209             That card is played twice. Costs four coins."
210             inherit ACTION
211     end
212
213     class_chart COUNCIL_ROOM
214         indexing
215             author: "Jakob Melnyk (jmel@itu.dk)";
216             explanation "Grants four cards. Grants one buy.
217             All other players are granted one card. Costs five coins."
218             inherit ACTION
219     end
220
221     class_chart FESTIVAL
222         indexing
223             author: "Jakob Melnyk (jmel@itu.dk)";
224             explanation "Grants two actions. Grants one buy. Grants two coins. Costs five coins."
225             inherit ACTION
226     end
227
228     class_chart LABORATORY
229         indexing
230             author: "Jakob Melnyk (jmel@itu.dk)";
231             explanation "Grants two cards. Grants one action. Costs five coins."
232             inherit ACTION
233     end
234
235     class_chart LIBRARY
236         indexing
237             author: "Jakob Melnyk (jmel@itu.dk)";
238             explanation "Player draws until he/she has seven cards in hand.
239             Player may set aside any action cards\
240                 \ drawn this way; discard the set aside
241                 cards after the Player is finished drawing."
242             inherit ACTION
243     end
244
245     class_chart MARKET
246         indexing
247             author: "Jakob Melnyk (jmel@itu.dk)";
248             explanation "Grants one card. Grants one action.
249             Grants one buy. Grants one coin. Costs five coins."

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250         inherit ACTION
251     end
252
253     class_chart MINE
254         indexing
255             author: "Jakob Melnyk (jmel@itu.dk)";
256             explanation "Player trashes a Treasure card from his/her hand.
257             Player gains a treasure card costing \
258                 \up to three coins more. Costs five coins."
259         inherit ACTION
260     end
261
262     class_chart ADVENTURER
263         indexing
264             author: "Jakob Melnyk (jmel@itu.dk)";
265             explanation "Player reveals cards from his/her deck until
266             two Treasure have been revealed. \
267                 \Player puts the two Treasure cards into hand
268                 and discard the other revealed cards. Costs six coins."
269         inherit ACTION
270     end
271
272     class_chart BUREAUCRAT
273         indexing
274             author: "Jakob Melnyk (jmel@itu.dk)";
275             explanation "Player gains a silver card on top of deck.
276             Each other Player reveals a Victory card from his hand \
277                 \and puts it on top of his deck
278                 (or reveals a hand with no Victory cards). Costs four coins."
279         inherit ACTION_ATTACK
280     end
281
282     class_chart MILITIA
283         indexing
284             author: "Jakob Melnyk (jmel@itu.dk)";
285             explanation "Grants two coins.
286             Each other player discards down to three cards in his/her hand. Costs four coins."
287         inherit ACTION_ATTACK
288     end
289
290     class_chart SPY
291         indexing
292             author: "Jakob Melnyk (jmel@itu.dk)";
293             explanation "Grants one card. Grants one action. Each Player (including the active Player) r
294                 \and the active Player decides to either put the card back or discar
295         inherit ACTION_ATTACK
296     end
297
298     class_chart THIEF
299         indexing
300             author: "Jakob Melnyk (jmel@itu.dk)";
301             explanation "Each other Player reveals the top two cards of his/her deck.
302                 If any Treasure cards are revealed, \
303                 \ the active Player can choose to trash one of them.
304                 The active player may gain any or all of the trashed cards. \

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305                                     \ The other revealed cards are discarded. Costs four coins."
306         inherit ACTION_ATTACK
307     end
308
309     class_chart WITCH
310         indexing
311             author: "Jakob Melnyk (jmel@itu.dk)";
312             explanation "Grants two cards. Each other player gains a Curse card. Costs five coins."
313             inherit ACTION_ATTACK
314     end
315
316     class_chart MOAT
317         indexing
318             author: "Jakob Melnyk (jmel@itu.dk)";
319             explanation "Grants two cards. When another Player plays an Attack card and
320             this card is in your hand, you reveal this card. Revealing \
321                 \ this card makes you unaffected by that Attack. Costs two coins."
322             inherit ACTION_REACTION
323     end
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36         author: "Frederik Lysgaard (frly@itu.dk)";
37     explanation " responsible for representing the cards"
38     query
39         "Is this cardsprite equal to this cardsprite?"
40     command
41         "Draw the content!"
42 end
43
44 class_chart PROGRAM
45     indexing
46         author: "Frederik Lysgaard (frly@itu.dk)";
47     explanation " responsible for executing the game"
48     command
49         " Run a clinet!",
50         " Run a Host!",
51         " Start the GUI!",
52 end
53
54 class_chart GAMECLASS
55     indexing
56         author: "Frederik Lysgaard (frly@itu.dk)";
57     explanation " responsible for creating the initial GUI with the components from the other classes"
58     command
59         " Initialize the content!",
60         " Load the content!",
61         " Unload the content!",
62         " Update the game!",
63         " Draw the content!",
64 end
65
66 class_chart GUICONSTANTS
67     indexing
68         author: "Frederik Lysgaard (frly@itu.dk)";
69     explanation " responsible for keeping all the constants used in GUI i one place"
70 end
71
72 class_chart GUIINTERFACE
73     indexing
74         author: "Frederik Lysgaard (frly@itu.dk)";
75     explanation " responsible for the interface between the GUI and the Controller"
76     command
77         "Run the game!",
78         "Draw the hand!",
79         "Draw the actionzone!",
80         "Draw the discardzone!",
81         "Draw the deck!",
82         "Set actions!",
83         "Set buys!",
84         "Set coins!",
85         "Set endgame!",
86         "Set the turn!",
87         "Set the phase!",
88         "Set the playernumber!",
89         "Make the supplyzone!",
90 end

```



```

1  cluster_chart NETWORK_CLUSTER
2  indexing
3      author: "Christian 'Troy' Jensen, chrj@itu.dk";
4  explanation "The part of the program responsible for running the network"
5  class CLIENT description "A network client"
6  class SERVER description "A network server"
7  class CONNECTION description "A connection between a server and a client"
8  class NETWORKING_INTERFACE description "A network interface"
9
10 end
11
12 class_chart CLIENT
13 indexing
14     author: "Christian 'Troy' Jensen, chrj@itu.dk";
15 explanation "Represents a player in a game of Dominion, one for each player"
16 query
17     "Can I have the connection for this client?",
18 command
19     "Begin recieving more messages!",
20 end
21
22 class_chart SERVER
23 indexing
24     author: "Christian 'Troy' Jensen, chrj@itu.dk";
25 explanation "Responsible for managing the clients of a game, only one per game"
26 query
27     "Can I have the IP of the server?",
28     "Can I have a list of the known clients",
29 command
30     "Start the server!",
31     "Send this as a system message to this client!",
32     "Send this as a system message to all clients!",
33     "Forward this message!",
34 end
35
36 class_chart CONNECTION
37 indexing
38     author: "Christian 'Troy' Jensen, chrj@itu.dk";
39 explanation "Responsible for holding all the information
40             on a client that a server has, one for each client"
41 query
42     "Can I have the IP of the client",
43     "Can I have the Id of the Client",
44 command
45     "Send this message!",
46     "Begin recieving more messages!",
47 end
48
49 class_chart NETWORKING_INTERFACE
50 indexing
51     author: "Christian 'Troy' Jensen, chrj@itu.dk";
52 explanation "The outward face of a networking session, keeps track of a client and maybe a server"
53 query
54     "Is this interface running a server?",
55     "Can I have the IP of the server?",

```

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56  command
57      "This is the number of clients!",
58      "Send this message, and you better give me some answers!",
59      "Send this message",
60  end

1  static_diagram GAMESTATE_CLUSTER
2  component
3      class GAMESTATE
4          indexing
5              author: "Jakob Melnyk (jmel@itu.dk)";
6          feature
7              --Queries
8              ActivePlayer : PLAYER
9              InActionPhase : BOOLEAN
10             InBuyPhase : BOOLEAN
11             GetPhase : NATURAL
12             GetPlayers : SEQUENCE[PLAYER]
13             GetSupply : TABLE[CARD_NAME, NATURAL]
14             GetTrash : SEQUENCE[CARD]
15             NumberOfPlayers : NATURAL
16                 ensure Result >= 2 and Result <= 4
17             end
18             NumberOfActionsLeft : NATURAL
19             NumberOfBuysLeft : NATURAL
20             NumberOfCoinsLeft : NATURAL
21             NewGamestate : GAMESTATE
22                 -> numberOfPlayers : NATURAL
23                 -> startSupply : TABLE[CARD_NAME, NATURAL]
24                 require numberOfPlayers >= 2 and numberOfPlayers
25                     <= 4 and startSupply /= void
26             end
27             GetScores : SEQUENCE[INTEGER]
28
29             --Ccmmands
30             SetActivePlayer
31                 -> player : PLAYER
32                 require playerNumber >= 1 and playerNumber <=
33                     NumberOfPlayers and player /= void
34             end
35             StartActionPhase
36                 require InActionPhase = false and InBuyPhase = false
37                 ensure InActionPhase = true and InBuyPhase = false
38             end
39             EndActionPhase
40                 require InActionPhase = true and InBuyPhase = false
41                 ensure InActionPhase = false and InBuyPhase
42                     = false and NumberOfActionsLeft = 0
43             end
44             StartBuyPhase
45                 require InActionPhase = false and InBuyPhase = false
46                 ensure InActionPhase = false and InBuyPhase = true
47             end
48             EndBuyPhase
49                 require InActionPhase = false and InBuyPhase = true

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50         ensure InActionPhase = false and InBuyPhase = false and NumberOfBuysLeft = 0
51     end
52     DoCleanUp
53         require InActionPhase = false and InBuyPhase = false
54     end
55     IncreaseActions
56         -> amount : INTEGER
57         require amount + NumberOfActionsLeft >= 0
58     end
59     IncreaseBuys
60         -> amount : INTEGER
61         require amount + NumberOfBuysLeft >= 0
62     end
63     IncreaseCoins
64         -> amount : INTEGER
65         require amount + NumberOfCoinsLeft >= 0
66     end
67     PlayerGainsCard
68         -> player : PLAYER
69         -> card : CARD_NAME
70         require player member_of GetPlayers and player /= void
71     end
72 end
73 class PLAYER
74     indexing
75         author: "Jakob Melnyk (jmel@itu.dk)";
76     feature
77         --Queries
78         GetAllCards : SET[CARD]
79         GetDeckSize : NATURAL
80         GetDiscardSize : NATURAL
81         GetHand : SEQUENCE[CARD]
82         GetPlayerNumber : NATURAL
83         GetTopOfDiscard : CARD
84             require GetDiscardSize /= 0
85     end
86     GetTopOfDeck : CARD
87         require GetDiscardSize /= 0
88     end
89     GetPlayed : SEQUENCE[CARD]
90     GetTemporaryZone : SEQUENCE[CARD]
91
92     --Commands
93     MoveFromZoneToTemporary
94         -> zone : ZONE
95         require (zone = DECK or zone = DISCARD) and (zone = DECK ->
96             (GetDeckSize = 0 and GetDiscardSize = 0) /= true)
97             and (zone = DISCARD -> (GetDiscardSize /= 0))
98
99         ensure GetTemporaryZone.Count = old GetTemporaryZone.Count + 1
100         and (zone = DECK -> GetDeckSize = old GetDeckSize - 1) and (GetTopOfDeck /=
101             and (zone = DISCARD -> GetDiscardSize = old GetDiscardSize -
102             and (GetTopOfDiscard /= old GetTopOfDiscard)
103     end
104     MoveFromHandToTemporary

```

```

105         ->card : CARD
106         require GetHand.Contains(card) = false and card /= void
107         ensure GetHand.Contains(card) = false and GetTemporaryZone.Contains(card)
108     end
109     MoveFromTemporary
110         -> card : CARD
111         -> zone : ZONE
112         require (zone = DECK or zone = DISCARD or zone = HAND or zone = PLAYED)
113         and GetTemporaryZone.Contains(card) and card /= void
114         ensure (GetTemporaryZone.Count = old GetTemporaryZone.Count - 1) and
115             (zone = DECK -> GetDeckSize = old GetDeckSize +1 ) and
116             (zone = DECK -> GetTopOfDeck = old GetTemporaryZone.Get(old
117             GetTemporaryZone.Count - 1)) and
118             (zone = DISCARD -> GetDiscardSize = old GetDiscardSize + 1)
119             and
120             (zone = DISCARD -> GetTopOfDiscard =
121             old GetTemporaryZone.Get(old GetTemporaryZone.Count - 1)) and
122             (zone = HAND -> GetHand.Count = old GetHand.Count + 1)
123             and GetHand.Contains(card) and
124             (zone = HAND -> GetHand.Get(GetHand.Count - 1) =
125             old GetTemporaryZone.Get(old GetTemporaryZone.Count - 1)) and
126             (zone = PLAYED -> GetPlayed.Count = old Played.Count + 1) and
127             (zone = PLAYED -> GetPlayed.Get(Played.Count - 1) =
128             old GetTemporaryZone.Get(old GetTemporaryZone.Count - 1))
129     end
130     AddCardToZone
131         -> card : CARD
132         -> zone : ZONE
133         require (zone = DECK or zone = DISCARD or zone = HAND or zone = PLAYED)
134         and card /= void
135         ensure GetAllCards.Contains(card) and
136             (zone = HAND -> GetHand.Get(GetHand.Count - 1) = card) and
137             (zone = HAND -> GetHand.Count = old GetHand.Count + 1) and
138             (zone = PLAYED -> GetPlayed.Get(GetPlayed.Count - 1) = card)
139             and
140             (zone = PLAYED -> GetPlayed.Count = old GetPlayed.Count + 1)
141             and
142             (zone = DISCARD -> GetDiscardSize = old GetDiscardSize + 1)
143             and
144             (zone = DISCARD -> GetTopOfDiscard = card) and
145             (zone = DECK -> GetDeckSize = old GetDeckSize +1 ) and
146             (zone = Deck -> GetTopOfDeck = card)
147     end
148     RemoveCardFromZone
149         -> card : CARD
150         -> zone : ZONE
151         require (zone = DECK or zone = DISCARD or zone = HAND or zone = PLAYED)
152         and GetAllCards.Contains(card) and card /= void
153             and (zone = HAND -> GetHand.Contains(card))
154             and (zone = PLAYED -> GetPlayed.Contains(card))
155             and (zone = DECK -> (GetDeckSize = 0 and GetDiscardSize = 0)
156             = false)
157             and (zone = DISCARD -> GetDiscardSize /= 0)
158         ensure GetAllCards.Contains(card) = false and
159             (zone = HAND -> GetHand.Contains(card) = false) and

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160         (zone = HAND -> GetHand.Count = old GetHand.Count - 1) and
161         (zone = PLAYED -> GetPlayed.Contains(card) = false) and
162         (zone = PLAYED -> GetPlayed.Count = old GetPlayed.Count - 1)
163         and
164         (zone = DISCARD -> GetDiscardSize = old GetDiscardSize - 1)
165         and
166         (zone = DECK -> GetDeckSize = old GetDeckSize - 1)
167     end
168     DrawCards
169         -> amount : NATURAL
170     DrawCard
171         require GetDeckSize + GetDiscardSize /= 0
172         ensure GetHand.Count = old GetHand.Count + 1
173     end
174
175     --Invariant: A card cannot be in the DECK, DISCARD,
176     HAND or PLAYED zones of a player
177     --         if it is not in the 'ALL CARDS'.
178 end
179 class ZONE
180     indexing
181         author: "Jakob Melnyk (jmel@itu.dk)";
182     feature
183     --Queries
184     value : STRING
185         ensure Result = "DECK" or Result = "DISCARD" or Result = "HAND" or
186         Result = "SUPPLY" or Result = "TRASH" or Result = "PLAYED"
187     end
188     --Commands
189 end
190 end

1 static_diagram CARD_TYPES_CLUSTER
2     component
3         class TREASURE
4             indexing
5                 author: "Jakob Melnyk (jmel@itu.dk)";
6             inherit CARD
7         end
8
9         class VICTORY
10            indexing
11                author: "Jakob Melnyk (jmel@itu.dk)";
12            inherit CARD
13        end
14
15        class ACTION
16            indexing
17                author: "Jakob Melnyk (jmel@itu.dk)";
18            inherit CARD
19        end
20
21        class ACTION_ATTACK
22            indexing
23                author: "Jakob Melnyk (jmel@itu.dk)";

```

```

24             inherit ACTION
25         end
26
27         class ACTION_REACTION
28             indexing
29                 author: "Jakob Melnyk (jmel@itu.dk)";
30             inherit ACTION
31         end
32
33         class KINGDOM_VICTORY
34             indexing
35                 author: "Jakob Melnyk (jmel@itu.dk)";
36             inherit VICTORY
37         end
38     end

```



```

1  static_diagram CARD_CLUSTER
2  component
3      class CARD
4          indexing
5              author: "Jakob Melnyk (jmel@itu.dk)";
6          feature
7              --Queries
8              EqualsOtherObj : BOOLEAN
9                  -> obj : VALUE -- Object in C#.
10             EqualsOtherCard : BOOLEAN
11                 -> other : CARD
12             GetName : CARD_NAME
13             GetNumber : NATURAL
14             SetUp : BOOLEAN
15             --Commands
16             Initialize
17                 -> name : CARD
18                 -> number : NATURAL
19                 require SetUp = false
20                 ensure  SetUp = true
21             end
22         end
23
24         class CARD_FACTORY
25             indexing
26                 author: "Jakob Melnyk (jmel@itu.dk)";
27             feature
28                 --Queries
29                 SetUp : BOOLEAN
30                 CreatedCards : SET[CARD]
31                 CardsMade : TABLE[CARD_NAME, NATURAL] --private
32
33             --Commands
34             CreateCard : CARD
35                 -> Card : CARD_NAME
36                 ensure Result.GetName = CARD_NAME
37             end
38             SetUpCards
39                 -> cards : COLLECTION[CARD_NAME]

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```

40         require SetUp = false and cards /= void
41         ensure SetUp = true
42     end
43     --Invariant commented because I could not get it to compile, but below is a rough id
44     --for_all c member_of CreatedCards it_holds c.GetNumber < CardsMade.get(c.GetName)
45 end
46
47 class CARD_NAME
48     indexing
49         author: "Jakob Melnyk (jmel@itu.dk)";
50     feature
51     --Queries
52     value : STRING --This looks very awkward, but we felt it best described what we wanted
53         ensure Result = "COPPER" or Result = "GOLD" or Result = "SILVER" or
54             Result = "CURSE" or Result = "ESTATE" or Result = "DUCHY" or Result = "PROVI
55             Result = "CELLAR" or Result = "CHAPEL" or Result = "MOAT" or Result = "CHANC
56             Result = "VILLAGE" or Result = "WOODCUTTER" or Result = "WORKSHOP" or
57             Result = "BUREAUCRAT" or Result = "FEAST" or Result = "GARDENS" or Result =
58             Result = "MONEYLENDER" or Result = "REMODEL" or Result = "SMITHY" or Result
59             Result = "THIEF" or Result = "THRONE_ROOM" or Result = "COUNCIL_ROOM" or Res
60             Result = "LABORATORY" or Result = "LIBRARY" or Result = "MARKET" or Result =
61             Result = "EMPTY" or Result = "BACKSIDE"
62     end
63     --Commands
64 end
65 end

1  static_diagram CARDS_CLUSTER
2      component
3          class COPPER
4              indexing
5                  author: "Jakob Melnyk (jmel@itu.dk)";
6              inherit TREASURE
7          end
8
9          class SILVER
10             indexing
11                 author: "Jakob Melnyk (jmel@itu.dk)";
12             inherit TREASURE
13         end
14
15         class GOLD
16             indexing
17                 author: "Jakob Melnyk (jmel@itu.dk)";
18             inherit TREASURE
19         end
20
21         class CURSE
22             indexing
23                 author: "Jakob Melnyk (jmel@itu.dk)";
24         end
25
26         class ESTATE
27             indexing
28                 author: "Jakob Melnyk (jmel@itu.dk)";

```

```

29             inherit VICTORY
30         end
31
32     class DUCHY
33         indexing
34             author: "Jakob Melnyk (jmel@itu.dk)";
35         inherit VICTORY
36     end
37
38     class PROVINCE
39         indexing
40             author: "Jakob Melnyk (jmel@itu.dk)";
41         inherit VICTORY
42     end
43
44     class GARDENS
45         indexing
46             author: "Jakob Melnyk (jmel@itu.dk)";
47         inherit KINGDOM_VICTORY
48     end
49
50     class CELLAR
51         indexing
52             author: "Jakob Melnyk (jmel@itu.dk)";
53         inherit ACTION
54     end
55
56     class CHAPEL
57         indexing
58             author: "Jakob Melnyk (jmel@itu.dk)";
59         inherit ACTION
60     end
61
62     class CHANCELLOR
63         indexing
64             author: "Jakob Melnyk (jmel@itu.dk)";
65         inherit ACTION
66     end
67
68     class VILLAGE
69         indexing
70             author: "Jakob Melnyk (jmel@itu.dk)";
71         inherit ACTION
72     end
73
74     class WOODCUTTER
75         indexing
76             author: "Jakob Melnyk (jmel@itu.dk)";
77         inherit ACTION
78     end
79
80     class WORKSHOP
81         indexing
82             author: "Jakob Melnyk (jmel@itu.dk)";
83         inherit ACTION

```



```

84         end
85
86     class FEAST
87         indexing
88             author: "Jakob Melnyk (jmel@itu.dk)";
89         inherit ACTION
90     end
91
92     class MONEYLENDER
93         indexing
94             author: "Jakob Melnyk (jmel@itu.dk)";
95         inherit ACTION
96     end
97
98     class REMODEL
99         indexing
100             author: "Jakob Melnyk (jmel@itu.dk)";
101         inherit ACTION
102     end
103
104     class SMITHY
105         indexing
106             author: "Jakob Melnyk (jmel@itu.dk)";
107         inherit ACTION
108     end
109
110     class THRONE_ROOM
111         indexing
112             author: "Jakob Melnyk (jmel@itu.dk)";
113         inherit ACTION
114     end
115
116     class COUNCIL_ROOM
117         indexing
118             author: "Jakob Melnyk (jmel@itu.dk)";
119         inherit ACTION
120     end
121
122     class FESTIVAL
123         indexing
124             author: "Jakob Melnyk (jmel@itu.dk)";
125         inherit ACTION
126     end
127
128     class LABORATORY
129         indexing
130             author: "Jakob Melnyk (jmel@itu.dk)";
131         inherit ACTION
132     end
133
134     class LIBRARY
135         indexing
136             author: "Jakob Melnyk (jmel@itu.dk)";
137         inherit ACTION
138     end

```

```

139
140     class MARKET
141         indexing
142             author: "Jakob Melnyk (jmel@itu.dk)";
143         inherit ACTION
144     end
145
146     class MINE
147         indexing
148             author: "Jakob Melnyk (jmel@itu.dk)";
149         inherit ACTION
150     end
151
152     class ADVENTURER
153         indexing
154             author: "Jakob Melnyk (jmel@itu.dk)";
155         inherit ACTION
156     end
157
158     class BUREAUCRAT
159         indexing
160             author: "Jakob Melnyk (jmel@itu.dk)";
161         inherit ACTION_ATTACK
162     end
163
164     class MILITIA
165         indexing
166             author: "Jakob Melnyk (jmel@itu.dk)";
167         inherit ACTION_ATTACK
168     end
169
170     class SPY
171         indexing
172             author: "Jakob Melnyk (jmel@itu.dk)";
173         inherit ACTION_ATTACK
174     end
175
176     class THIEF
177         indexing
178             author: "Jakob Melnyk (jmel@itu.dk)";
179         inherit ACTION_ATTACK
180     end
181
182     class WITCH
183         indexing
184             author: "Jakob Melnyk (jmel@itu.dk)";
185         inherit ACTION_ATTACK
186     end
187
188     class MOAT
189         indexing
190             author: "Jakob Melnyk (jmel@itu.dk)";
191         inherit ACTION_REACTION
192     end
193 end

```

```

1  static_diagram GUI
2  component
3      class GuiInterface
4          indexing
5              author: "Christian 'Troy' Jensen, chrj@itu.dk";
6          feature
7              --Commands
8              Run
9              DrawHand
10                 -> cards : SEQUENCE[CARD]
11              DrawAction
12                 -> cards : SEQUENCE[CARD]
13              DrawDiscard
14                 -> card : CARD
15              DrawDeck
16                 -> filled : bool --Whether there are any cards in the deck
17              SetAction
18                 -> number : INTEGER
19              SetBuys
20                 -> number : INTEGER
21              SetCoins
22                 -> number : INTEGER
23              EndGame
24                 -> playerId : INTEGER
25              YourTurn
26                 -> yourTurn : BOOLEAN
27              SetPhase
28                 -> phase : INTEGER
29              UsedCards
30                 -> cards : SEQUENCE[CARD]
31              SetPlayerNumber
32                 -> id : INTEGER
33          end
34  end

```

```

1  --NOTICE: This network design is based heavily on code I got
2  --from Simon Henriksen (shen@itu.dk) and where there are similarities
3  --between our code, he deserves the full credit for its design.
4
5  --Receiving
6
7  static_diagram NETWORK_CLUSTER
8  component
9      class CONNECTION
10         indexing
11             author: "Christian 'Troy' Jensen, chrj@itu.dk";
12         feature
13             --Queries
14             GetClientIp : IPADDRESS --C# object
15             GetId : INTEGER
16             --Commands
17             Send
18                 -> message : STRING
19             BeginRecieve
20

```

```

21     end
22
23     class SERVER
24         indexing
25             author: "Christian 'Troy' Jensen, chrj@itu.dk";
26         feature
27             --Queries
28             GetIp : IPADDRESS
29             GetClientList : SEQUENCE[CONNECTION]
30
31             --Commands
32             Start
33             SystemMessageToClient --Sent to a particular client
34                 -> message : STRING
35                 -> CONNECTION : CONNECTION --C# object
36             SystemMessageToAll --Sent to all clients
37                 -> message : STRING
38             ForwardMessage
39                 -> message : STRING
40                 -> clientId : INTEGER
41                 -> type : MESSAGE_TYPE
42
43     end
44
45     class CLIENT
46         indexing
47             author: "Christian 'Troy' Jensen, chrj@itu.dk";
48         feature
49             --Queries
50             GetComm : SOCKET --C# object
51
52             --Commands
53             BeginReceive
54
55     end
56
57     class NETWORKCONST
58         indexing
59             author: "Christian 'Troy' Jensen, chrj@itu.dk";
60         feature
61             --All these are constants
62             GetEncoder : UTF8ENCODING --C# object
63             GetPort : INTEGER
64             GetBufferSize : INTEGER
65     end
66
67     class NETWORKINGINTERFACE
68         indexing
69             author: "Christian 'Troy' Jensen, chrj@itu.dk";
70         feature
71             --Queries
72             IsServer : BOOLEAN
73             GetServerIP : STRING
74             SetNumberOfClients
75                 -> TotalClients : INTEGER

```

```
76      --Commands
77      SendTurnMessage : SEQUENCE[STRING]
78      --Responses from the other players
79      -> Message : STRING
80      SendPreGameMessage
81      -> Message : STRING
82      end
83  end
```

References

- [1] <http://www.riograndegames.com/games.html?id=278>
- [2] http://www.riograndegames.com/uploads/Game/Game_278_gameRules.pdf
- [3] Simon Henriksen shen@itu.dk