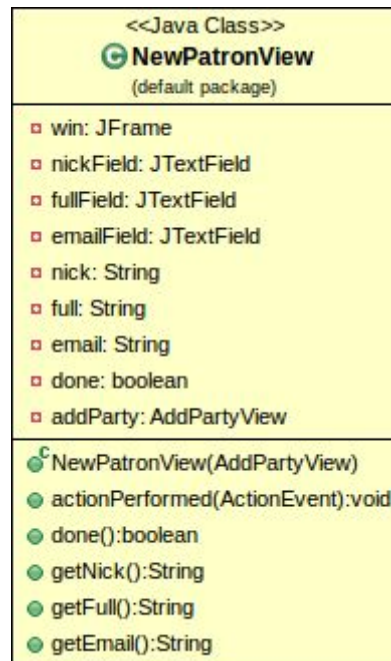


New Features of Bowling Game

Fanish Jain, T. Shiva Prasad, Shradha Sehgal

Max players

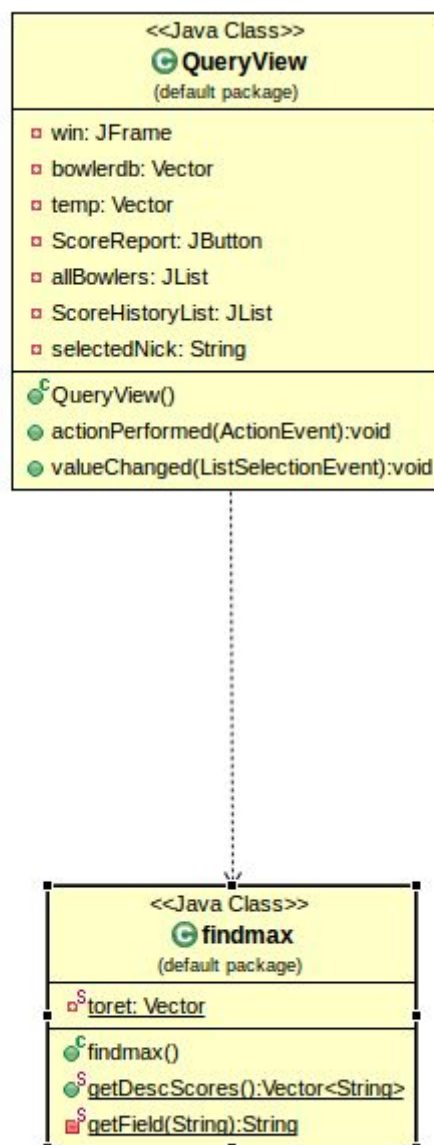
This was a simple change of the 'maxPatrons' variable to 6. This allows 6 and more players to play the game. The UML diagrams hence remain the same.

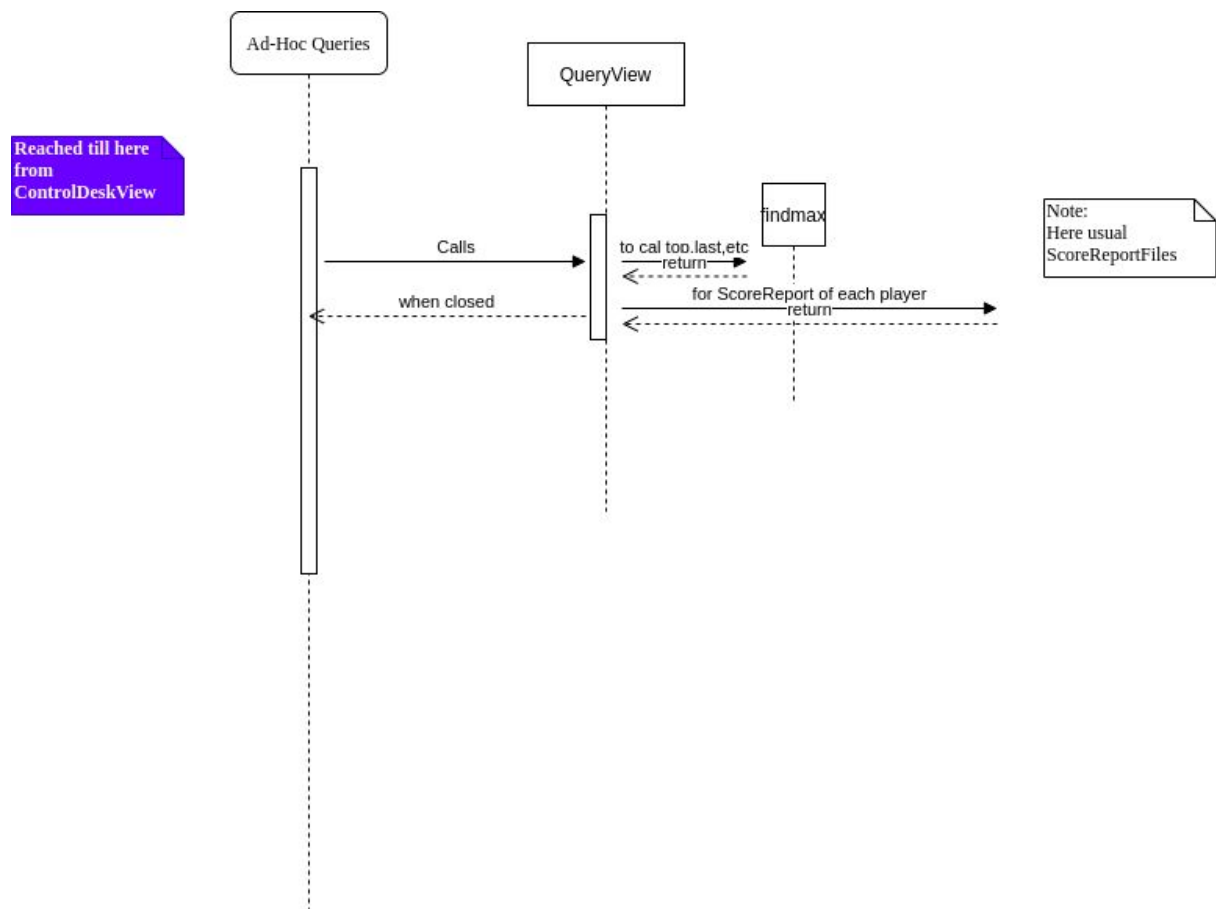


Ad-Hoc Queries

Queries such as Top Player , Last Player , Score Report of Players based on searchable view , Last few scores with dates

- Implemented by findmax.java (used for scorehistory in descending order)
- And by QueryView.java which has several fields such as-
 - Top Player , Last Player
 - Score Report with Bowler to select from





Pause & Resume

- **Buttons for pause** has been implemented in ControlPanel using the 'Views' Class
- When the user closes the window, the contents get appended in a file called '**games.txt**'
- This happens in the **WriteData()** function in ControlPanelView. It iterates over all the current games and stores the date and party members to uniquely identify each game. It also stores all the scores, frame number, bowler index and other relevant details to restart the game.
- We have added a **Play Old Game button** to the ControlDeskViewControl Panel. This gives a pop up for name search.
- We have implemented a new **OldGameView()** class that is responsible for creating the window to choose search names and select.
- Once the name has been chosen, **getGames()** function reads the contents of games.txt and displays the date and names of party members.
It only shows the games in which the particular member was involved.
- The user can then choose out of these which game he wants to resume.

