SET – App

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# Ideas:

\_1 or 2 players. human vs human or human vs computer or human alone

\_1 player: training mode. possibility to show solution.

\_1 player: time race. how many in x minutes?

\_1player: pause mode

\_2 players: on same device

\_x players online

\_x players: wrong set – 3 seconds block

\_ 2 players offline: set gesture, two screen sections

\_x players online: set when set is selected

\_live score: how many sets scored by players, how many cards remaining, clock

\_ team mode

\_human vs. computer: handicap/AI

\_ human vs. sonia: handicap

\_training mode, time race: extra score for good moves

# Version 1:

two training modes:

mode chill:

* goal: find all sets
* show solution
* show hint (1 or 2 cards of solution)

mode time race:

* find the maximum number of sets in limited time
* time penalty for wrong sets

# Project Structure

model:

class card;

class stack;

class board;

controller:

class controller;

view:

...

UML

|  |
| --- |
| Card |
| - color |
| - shape |
| - texture  - count |

|  |
| --- |
| Stack |
| - stack |
| + mixStack  + pullCard  + isEmpty |

|  |
| --- |
| Board |
| - activeCards  - selectedCards  - score |
| + selectCard  + unselectCard  + deleteSet  + isSet(?) |

|  |
| --- |
| Controller |
| -  +isSet(?)  +showSolution()  +ShowHint() |