

## Changelog

# 1 Package Communication

## 1.1 Class Client

### 1.1.1 Modified:

- Method sendAndReceive signature changed to take in a variable of type RequestObject and return ResponseObject
- Constructor changed to take in a String ipAddress and an int port

### 1.1.2 Removed:

- Variable clientControllerCummunicator of type ClientControllerCommunicator

### 1.1.3 Added:

- Variable send of type PrintWriter
- Variable receive of type BufferedReader
- Variable sendObject of type ObjectOutputStream
- Variable receiveObject of type ObjectInputStream
- Variable myShip of type Ship
- Variable overworld of type Overworld
- Variable shipType of type Enum<ShipType>
- Method login with signature taking in variables String username, ShipType shipType and int difficulty and returning a boolean

## 1.2 Unchanged:

- variable socket of type Socket

## 1.3 Class ClientControllerCommunicator

### 1.3.1 Modified:

- Changed signature of method sendRequest to take in a RequestObject and return a ResponseObject
- Changed signature of method login to take additional variables ship of type Ship and difficulty of type int

### 1.3.2 Removed:

- Removed variable currentPlanet of type Planet

### 1.3.3 Added:

- Method logout of type boolean
- Static method getInstance taking in a variable of type Client and returning type ClientControllerCommunicator
- Added static variable singleton of type ClientControllerCommunicator

## 2 Package Controller

### Added Classes:

- Class AudioController
- Class PlanetEventController
- Class PlanetRewardController
- Class PVPController
- VideoController
- WeaponController

### Removed Classes:

- Class HangarController

### 2.1 Class AudioController:

#### 2.1.1 Added:

- Variable sound of type com.badlogic.gdx.audio.Sound
- Variable music of type com.badlogic.gdx.audio.Music
- Static variable instance of type AudioController
- Static method getInstance of type AudioController
- Method setMusic taking in a variable of type FileHandle and returning a void type
- Method playExplosionSound taking in a variable of type FileHandle and returning void
- Method play of type void

- Method mute of type void
- Method volumeUp of type void
- Method volumeDown of type void

## **2.2 Class BattleController:**

### **2.2.1 Modified:**

- Signature of method attack changed to take in variable of type Weapon and variable of type Room
- Signature of method fleeFight changed to take in variable of type Planet

### **2.2.2 Removed:**

- Method heal removed
- Variable myself removed

### **2.2.3 Added:**

- Variable opponent of type Ship added
- Static variable battleController of type BattleController added
- Variable clientControllerCommunicator of type ClientControllerCommunicator added
- Variable previousResponse of type ResponseObject added
- Variable previousRoundActions of type List<PreviousRoundAction> added
- Variable previousWeaponsUsed of type List<WeaponType> added
- Method combatOver of type boolean added
- Method combatWon of type boolean added
- Method getPreviousRoundActions of type List<PreviousRoundActions> added
- Method getPreviousRoundWeapons of type List<WeaponType> added
- Method playMoves of type boolean added
- Method fetchUpdatedData of type boolean added
- Method fetchOpponentAfterReleg of type boolean added
- Method youDead of type boolean added
- Constructor added taking in a variable of type ClientControllerCommunicator

## **2.3 Class CrewController:**

### **2.3.1 Modified:**

- Signature of method moveCrewToRoom changed to return a boolean

### **2.3.2 Removed:**

- Variable myself of type Ship
- Method healCrewMember
- Method healCrewInRoom
- Method damageCrew
- Method fixSystem
- Method repairSystem

### **2.3.3 Added:**

- Static variable singleton of type clientControllerCommunicator
- Static method getInstance taking in a variable of type ClientControllerCommunicator and returning type CrewController
- Contructor taking in a variable of type ClientControllerCommunicator

## **2.4 Class PlanetEventController:**

### **2.4.1 Added:**

- Variable clientControllerCommunicator of type ClientControllerCommunicator
- Static variable instance of type PlanetEventController
- Static method getInstance taking in a variable of type ClientControllerCommunicator and returning type PlanetEventController
- Method getPlanetEvent of type PlanetEvent
- Method getClientShip of type Ship
- Constructor taking in a variable of type ClientControllerCommunicator

## **2.5 Class PlanetRewardController:**

### **2.5.1 Added:**

- Variable clientControllerCommunicator of type ClientControllerCommunicator
- Variable rocketReward of type int
- Variable fuelReward of type int
- Variable moneyReward of type int
- Variable weaponRewards of type List<Weapon>
- Variable crewReward of type Crew
- Static variable instance of type PlanetRewardController
- Static method getInstance taking in a variable of type ClientControllerCommunicator and returning ClientControllerCommunicator
- Method getRewards of type boolean
- Constructor taking in a variable of type ClientControllerCommunicator

## **2.6 Class PVPController:**

### **2.6.1 Added:**

- Variable clientControllerCommunicator of type ClientControllerCommunicator
- Variable pvpClient of type List<String>
- Static variable instance of type PVPController
- Static method getInstance taking in a variable of type ClientControllerCommunicator and returning PVPController
- Method getPVPOpponents of type List<String>
- Method sendPVPRequests taking in a variable of type String and returning a boolean
- Method activatePVP taking in a variable of type Ship and returning a boolean
- Constructor taking in a variable of type ClientControllerCommunicator

## **2.7 Class SystemController:**

### **2.7.1 Modified:**

- Changed signature of method `installSystem` to return a boolean and take in a variable of type `SystemType`

### **2.7.2 Removed:**

- Removed variable `myself` of type `Ship`
- Removed method `uninstallSystem`

### **2.7.3 Added:**

- Variable `clientControllerCommunicator` of type `ClientControllerCommunicator`
- Static variable `instance` of type `SystemController`
- Static method `getInstance` taking in a variable of type `ClientControllerCommunicator` and returning `SystemController`
- Method `removeEnergy` taking in a variable of type `System` and a variable of type `int` and returning a boolean
- Method `addEnergy` taking in a variable of type `System` and a variable of type `int` and returning a boolean
- Method `upgradeSystem` taking in a variable of type `System` and returning a boolean
- Method `installSystem` taking in a variable of type `SystemType` and returning a boolean
- Constructor taking in a variable of type `ClientControllerCommunicator`

## **2.8 Class TraderController:**

### **2.8.1 Modified:**

- Changed signature of method `purchaseWeapon` to take in a variable of type `Weapon` and a variable of type `Trader` and return a boolean
- Changed signature of method `purchaseCrew` to take in a variable of type `Trader` and a variable of type `Crew` and return a boolean
- Changed signature of method `purchaseRockets` to take in a variable of type `Trader` and a variable of type `int` and return a boolean
- Changed signature of method `purchaseFuel` to take in a variable of type `Trader` and a variable of type `int` and return a boolean

- Changed signature of method purchaseHP to take in a variable of type Trader and a variable of type int and return a boolean

### **2.8.2 Added:**

- Added variable clientControllerCommunicator of type ClientControllerCommunicator
- Added static variable singleton of type TraderController
- Added static method getInstance taking in a variable of type ClientControllerCommunicator and returning TraderController
- Added method sellWeapon taking in a variable of type Trader and a variable of type Weapon and returning a boolean
- Added method sellRockets taking in a variable of type Trader and a variable of type int and returning a boolean
- Added method upgradeCrew taking in a variable of type Crew and a variable of type CrewStat and returning a boolean
- Added constructor taking in a variable of type ClientControllerCommunicator

### **2.8.3 Removed:**

- Removed variable myself of type Ship
- Removed variable trader of type Trader

## **2.9 Class TravelController:**

### **2.9.1 Modified:**

- Changed signature of method travel to return a boolean

### **2.9.2 Added:**

- Added variable clientControllerCommunicator of type ClientControllerCommunicator
- Added static variable singleton of type TravelController
- Added static method getInstance taking in a variable of type ClientControllerCommunicator and returning TravelController
- Added Constructor taking in a variable of type ClientControllerCommunicator

### **2.9.3 Removed:**

- Removed variable myself of type Ship

## **2.10 Class VideoController:**

### **2.10.1 Added:**

- Added static variable singleton of type VideoController
- Added variable main of type Main
- Added static method getInstance of type VideoController
- Added method getHight taking in a variable of type Main and returning int
- Added method getWidth taking in a variable of type Main and returning int
- Added method setResolution taking in two variables of type int and a variable of type Main and returning void
- Added method setFullscreen of type void
- Added method setWindowed of type void

## **2.11 Class WeaponController:**

### **2.11.1 Added:**

- Added variable clientControllerCommunicator of type ClientControllerCommunicator
- Added static variable singleton of type WeaponController
- Added static method getInstance taking in a variable of type ClientControllerCommunicator and returning WeaponController
- Added method equipWeapon taking in a variable of type Weapon and returning a boolean
- Added method unequipWeapon taking in a variable of type Weapon and returning a boolean
- Added constructor taking in a variable of type ClientControllerCommunicator