

IS24-AM21

Final project for the software engineering course

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Documentation

- **UML class diagrams**
 - [General architecture of the application](#)
 - [Game Controller](#)
 - [Game Model](#)
 - [Client's Local Model](#)
- **UML Sequence diagrams**
 - [Network protocol](#)
- **JavaDoc:**
 - Hosted on [GitHub pages](#)

- **Architecture :**
 - *Symmetry*: every class that handles game events implements the same interfaces both in client and server
- **Networking**
 - Minimal and atomic updates for each game event
- **Advanced functionalities**
 - *Chat*: choose to whisper to other players or broadcast a message in the game
 - *Multiple games*: choose between multiple game lobbies, create new ones
 - *Client disconnection resilience*: a player crashing doesn't stop your game!

TUI

ASCII cards

```
> show hand
Hand:
1:


|      |   |  |
|------|---|--|
|      | 5 |  |
| IIII |   |  |


2:


|   |   |   |
|---|---|---|
| F | 1 |   |
|   |   | F |


```

Command handlers context filtering

[Command]	[Context]	[Description]
reconnect	all	Connect to the server
help	all	Display available commands
show context	all	Show the client current context
chat <message>	game	Broadcast a message
whisper <player> <message>	game	Send a message to a player
show playerboard <nickname>	game	Show the playerboard of the given play
show playerboard <nickname> <^V<>>	game	Show the playerboard of the given play
show card <id>	game	Show the card of the given id
show <playerboard leaderboard hand secret-objective common-objectives pairs decks>	game	Show game information
place <hand number> <x> <y> <front back>	game	Place a card on the game board
draw deck <resource gold>	game	Draw a card
draw pair <resource1 resource2 gold1 gold2>	game	Draw a card
draw	game	Pass your turn when no cards to draw a

ASCII player board

```

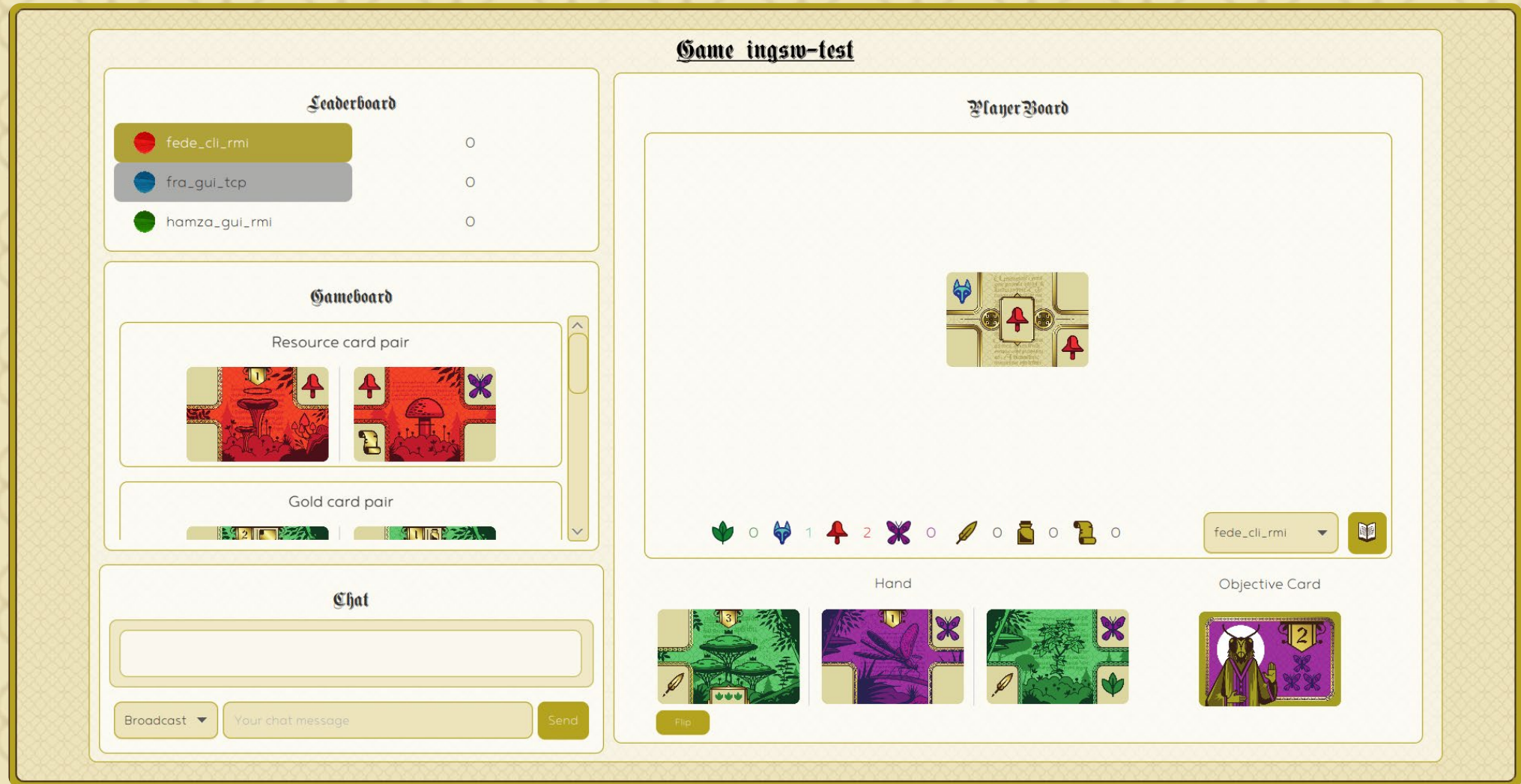
      -1;0  I  F  0;1
      |  |  |
      |  |  |
0;-2  I  I  A  1;0
      |  |  |
      1;-1

```

Invalid command usage checks

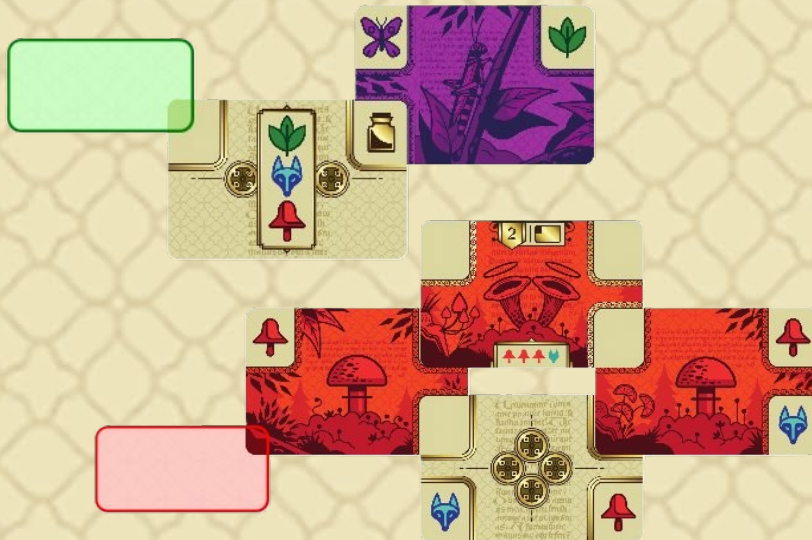
```
> draw pair resource 1
Invalid usage. You may try with: draw
Invalid usage. You may try with: draw deck <resource|gold>
Invalid usage. You may try with: draw pair <resource1|resource2|gold1|gold2>
> 
```


GUI

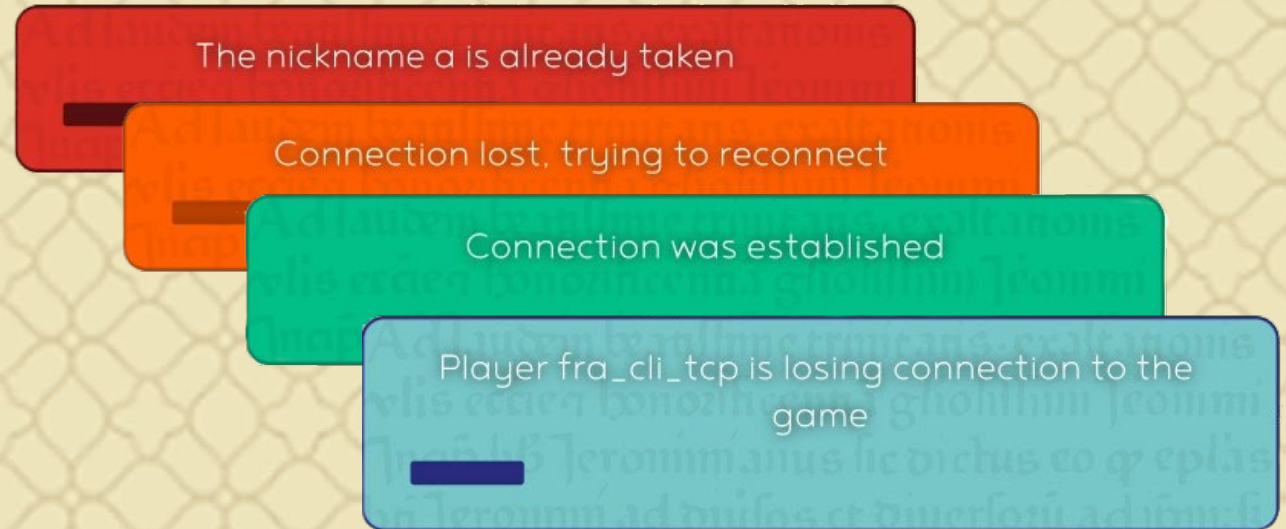


GUI




Available and forbidden spots highlighting



Push notifications

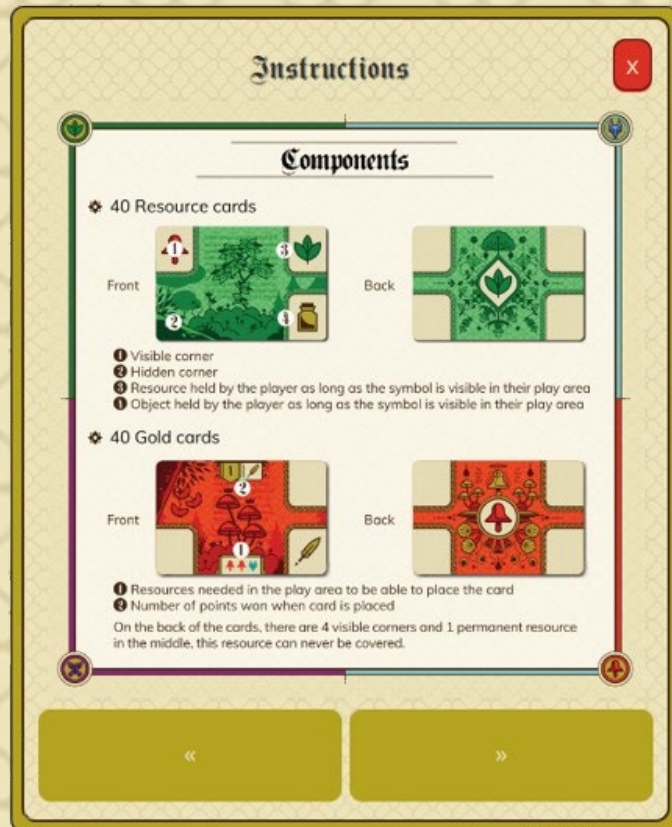


See disconnected clients in the leaderboard

Leaderboard		
	fede_cli_rmi	0
	fra_gui_tcp	0
	hamza_gui_rmi	0

GUI

Game instructions



Peek other player's boards (available in TUI too)

