First swing frame

load JSON file

Pass the JSON URL to model

Close first swing frame

Second Swing Frame

Pack and set visible on game

Get initialization from model

Method to inialize the following:

Set background

Set the path

Set the towers and costs in the store

Initialize all the panels

Streaming

Display purchasability of towers

Check for collisions in JGame

Update lives and money

Check if gameover

willPurchase – true – build tower at position

false – update stats with clicked tower

In each tower in the store, add instance variable selected

Check for adding towers

If clicked on tower in store,

selected=!selected

all other selected=false

set bool willPurchase=selected

If clicked in game

Send willPurchase and clicked position to model

willPurchase=false

Update stat window

Things to discuss

JGObjects are added to the game immediately on creation due to static instance

Will not ever need to send any JGObjects to the viewer

The model can then set everything up on their side?

Will pass file URL at initialization, when received, need to send us the following:

Need initialization method in controller, pass initialization object which stores bg image, lives, money, splash image, towers for store, path

Purchasing of towers mechanism

Tower stats communication