Tutorial 4

Group: Scrabblers
Date: 2021-09-23
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Objectives

- How do we connect the application together, things to keep in mind.

Reports from previous meeting

Discussion items

1. Design Model and sequence diagrams

2. Game Loop

3. Testing

4. MVC and JavaFX

Outcomes and assignments

1. - Create UML of all modules and overview of all packages
   - Create proper sequence diagrams to help out with connecting the different parts of the application.

2. No while loop! Wait:notify, should be implemented to better handle resources.

3. Start writing tests for the different parts of the application, ideally the tests should be able to play the entire game on it's own.

4. JavaFX makes it difficult to separate controllers and view. Try to separate it as much as possible. The most important thing is to keep the model independent.

Wrap up

- Next meeting 2021-09-30 at 14:15