

Player2

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MancalaTKLD

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Player1

Overview of the presentation

- Mancala process
 - About the system that we had modeled
- Class diagram
 - What kind of objects we modeled
- Design decisions
 - What principles we used. Why?
- Functions
 - How the objects interact
- Tests and storyboards
 - How we tested that the objects worked
- Timetables and work division

The Process:

What we did:

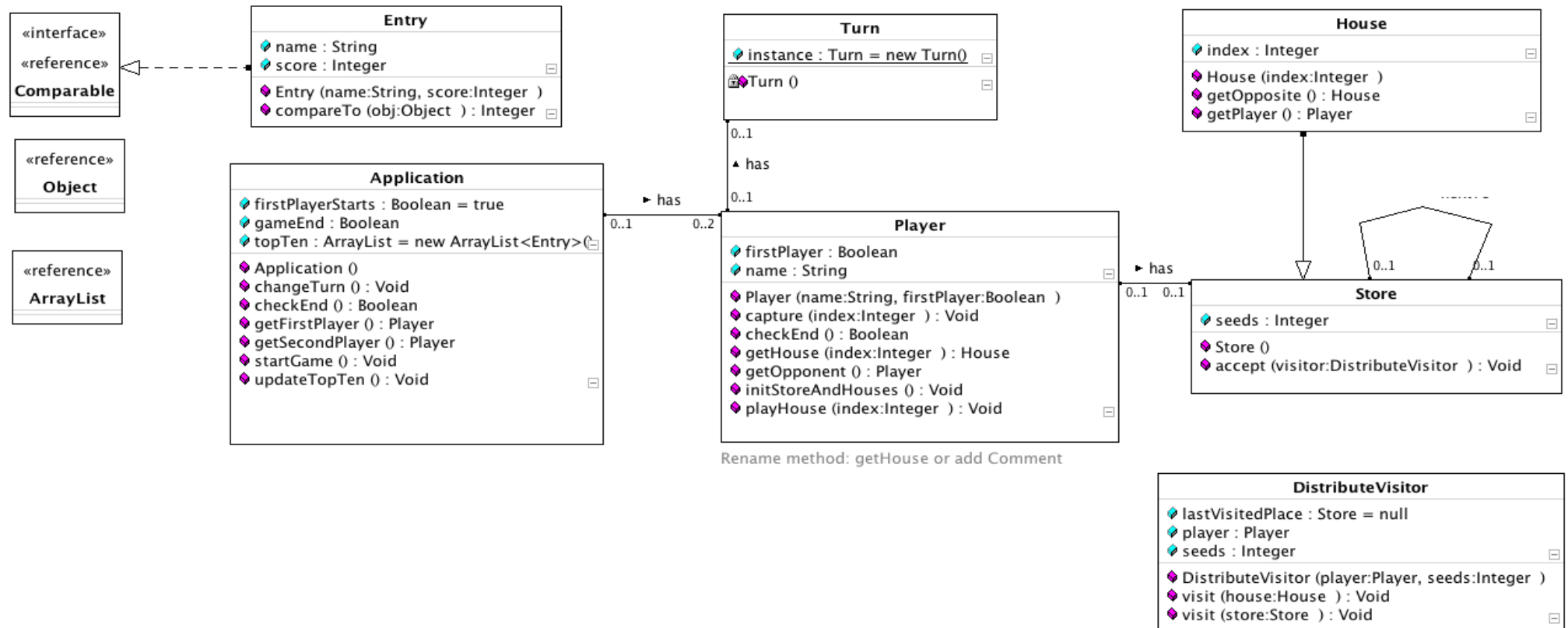
- Scenarios
- User Stories
- Object Diagrams (40)
- Class Diagram
- Object game to define Methods
- Applied the Visitor Pattern to distribute seeds to stores and houses
- Used a model-view controller approach for connecting the model and GUI

What we didn't do:

- AI
- Network Support

Class Diagram:

The choice for classes to be modeled was based on nouns that occurred in the previously written user stories and object diagrams.

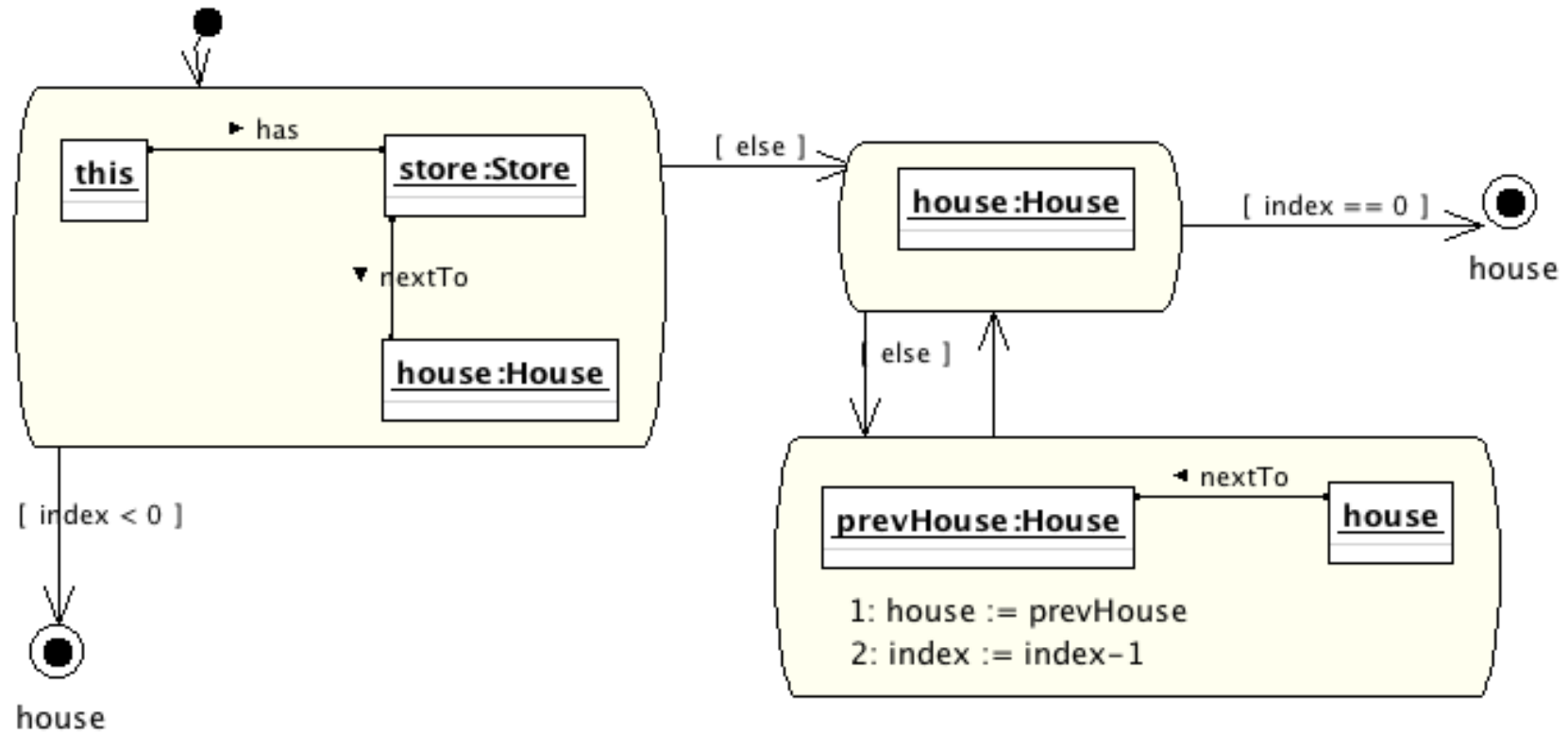


Objects that we modeled

- We started by modeling all the visible objects of the game: houses, store, player, seeds and the board.
 - To simplify the model we
 - modeled the house to extend the store
 - changed the seeds as attributes of a store
 - renamed the board to application and included the surrounding of the board to it.
 - The game also had to include some unreal objects
 - top10 list
 - turn
 - distribute visitor

Example Method from our Player Class: getHouse

Player::getHouse (index: Integer): House



Functions

The idea behind our functions was to model some action that an object could make:

- player can
 - play a house
 - capture seeds
- application can
 - Check if the game has ended
 - Change the current player turn
 - Start the game
- house can
 - tell its index
 - tell its seed count

Many additional functions was needed and were included.

Tests and storyboards

We made tests that would cover most of the functions used. Some primitive tests to see the action or operation of a specific functions was needed to find some bugs (for example the `changeTurn()`-function). Most of the storyboards were based on previous user stories and object diagrams.

Demonstration...