

Unit Tests:

GameState:

appendDiscard

+ linked list len + 1

+ last element is the discard

updateCardsOnTable

+ new Card is in the array

+ new card is in correct index

updatePlayerHand

+ card that was played was the one replaced (position)

- G' G' G' G'

↑
played

↓
G' G' R' G'

+ New card goes in hand

Unit Tests:

Chant State:

Select Card:

+ Correct Player

+ Correct Card

+ Selected Set to True

Toggle Menu:

+ TestTheToggle

Unit Tests:

Player:

UpdateHand:

Same as updatePlayerHand.

StartTurn + EndTurn become own method.

Controller:

ReceiveServerData

+ JSON packet in buffered reader.

ParseJSONs:

+ Event Map is correct

+ PlayerJoined → SendUpdate(dialog)

+ PlayerLeft → SendUpdate(dialog)

+ GameStarts

↳ Instantiate the rest of the game state

↳ Main loop begins

↳ new rt thread

- + Your Turn → local turn set to yours game state
- + InvalidAction → ThrowException
- + GameCancelled → Message(dialog)

+ Discarded

- ↳ Main Screen
- Update Player
- Inc Turn
- Dec Cards
- Tokens Inc
- New Card Drawn
- Timer Reset

Accepted:

Discard

- AppendDiscard
- Inc Tokens
- Dec Cards
- Timer Reset
- Inc Turn

Unit Testing

EvalEvent:

+ Played: Receiver.

- IncTurn
- UpdatePlayer
- DecCards
- if legal:
 - ScoreUp
 - UpdateTable
- else:
 - DecFuses

+ Built:

- ScoreUp
- IncTurn
- DecCards
- ResetTimer
- UpdateTable
- if card.rank == 5:
 - TokenInc

+ Burned: → DecFuses

- IncTurn
- TimerReset
- DecCards
- AppendDiscards

+ GameEnds: → ShowGameOverDialogThing

- CloseConnections
- Goto MainMenu
- Set GameState Null

+ NoticeInform: if Receiver:

- DecTokens
- IncTurn
- Update Hand (+ Animation)
- ResetTime

if not Receiver:

- IncTurn
- DecTokens
- Animation
- ResetTime

Unit Testing

SendMove:

test together with receive

Pack Stream:

+ Make Sure Right Move Was Constructed

- Correct Player
- Right Card
- Correct Action

handleInputEvents:

→ Mocks

- MouseOver
- MouseOut
- MousePressed
- MouseReleased
- MouseDragged

Unit Testing

AI:

Devour Stack:

→ Given Stack Get CPT

Update CPT

→ Sum of P = 1