Algonquin College Logo

# SCHOOL OF ADVANCED TECHNOLOGY

### ICT - Applications & Programming

### Computer Engineering Technology – Computing Science



A21

Game MVC

Team:

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NumPuz Proposal

***This template is suggested (not mandatory) to answer A21 Specification.***

|  |  |
| --- | --- |
| **Part**  **1** | **GUI Definition** |

* 1. **MVC Details**

*Describe the way you can define the MVC components in your game.*

Model Class: GameModel -> Object: “myModel” (Object)

View Element: GameView -> Object: “myView” (extends JFrame implements Controller)

Controller Class: GameController -> Object “myController” (implements ActionListener, responsible for all actions, contains inner classes)

**Example** (from vision “top-down”)

Class: JFrame – Object: “GameFrame”

→ Class: JPanel → Object: “GameuBoard”

→ Class: JButtons → Objects: “BSave”, “BLoad”, etc.

→ Class: JLabel → Objects: “LabOperation”, “LabName”, etc.

…

* 1. **View Component**

*Describe how your interface should be organized using new components. Show the idea about your “top-down” organization.*

* + - ***Example****:*

**Example** (from vision “top-down”)

Class: JFrame – Object: “GameFrame”

→ Class: JPanel → Object: “GameuBoard”

→ Class: JButtons → Objects: “BSave”, “BLoad”, etc.

→ Class: JLabel → Objects: “LabOperation”, “LabName”, etc.

…

* ***Note****: The professor interface continues being a proposal. Focus on your ideas using the best user experience.*

Class: JFrame

* Object: “GameFrame”

Class: JPanel

* Object: “GameBoard”

Class: JButtons

* Objects: “GameMoveButton”, “ShowSolution”, “HideSolution,”, “Reset”

Class: JLabels

* Objects: “Mode”, “TimeElapsedLabel”, “TimeElapsed”, “DimLabel”, “SolutionLabel”, “TypeLabel”, “MovesLabel”, “Moves”, “PointsLabel”, “Points”

Class: JComboBox

* Objects: “Dim”
  1. **Controller Component**

*Describe aspects of your controller using, for example, one unique action command. Create the “map” to define functions with actions.*

Object: resetButton

* Event: mouseClicked -> method: resetGame()

Object: typeChoice

* Event: actionPerformed -> method: changeType()

Object: showButton

* Event: mouseClicked -> method: showSolution()

Object: hideButton

* Event: mouseClicked -> method: hideSolution()

Object: dimComboBox

* Event: actionPerformed -> method: changeDim()

Object: designButton

* Event: actionPerformed -> method: enableDesignMode()

Object: playMode

* Event: actionPerformed -> method: enablePlayMode()

**Example**

Object: “BSave”

→ Event: actionPerformed → method: saveGame()

Etc.

* 1. **Model Component**

*Finally, what is your idea to define the model to be used in a “default” (randomized) game.*

Value: timeElapsed

* Method: updateTime()

Value: points

* Method: updatePoints()

Value: moves

* Method: incrementMoves()

Value: dim

* Method: updateBoardDimensions()

Value: mode

* Method: updateMode()

Value: tileType

* Method: updateTileType()

**Example**

Data structure used:

→ Values: gridValue → method: updateData()

|  |  |
| --- | --- |
| **Part**  **2** | **Implementation Design** |

* 1. **Game Evolution**
  + *Considering this new model, explain:*
    - *What are the differences between the original proposal (A11) and the current project to be developed (A21).*
    - *If so, explain why you need to do some adjustments.*

With the new model, I needed to separate my game into three separate classes: the Model, View, and Controller. I needed to do this adjustment because it will make the future development a lot easier for me by following the MVC design pattern. With all three of those components in a single class, as my current development was heading towards, it would be a lot harder to keep my code clean.

* 1. **Others DP**
     + *Define (at least one) additional DP that you could use in your Game application.*
  + *Explain what is this DP and the reason why it could be recommended.*

A design pattern I could use in my game application is the Singleton pattern. This is a pattern where a class can only have one instance which is accessed from a static method of that class. This could be useful for my game because it does not make sense for there to be more than one Model, View, or Controller. Each of these classes should only be instantiated once.

**References**

*[Include eventual references used here]*

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Spring / Summer, 2022