

Karen Liaw

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Control Flow Description

The input to take from the player is the button press of either the 'diceButton', 'oneStepButton', 'drawCardButton', or the restarter button. If the player clicked on the 'diceButton', the moved variable must be false, else error, otherwise the Roll() method rolls a random number between one through three and that number rolled is removed from the currency, the moved Boolean variable becomes true and the player's position is moved according to the number rolled. If the player input is oneStepButton, the moved variable must have first been false, otherwise error, then the 1 unit of the currency is subtracted, the moved variable is changed to true, and the player's position is moved by 1. If the player's input was clicking the drawCardButton and the moved variable is true, then the CardAction() draws a card from the Deck class and the output changes the moved value to false, and the player's position is either moved forward or backwards depending on the Card drawn and the currency is either added to or subtracted from depending on the Card. These inputs that can be taken from the player is dependent on the moved Boolean value. The player may also click on the restarter button which will call the ResetGame() function. The currency value is then changed to ten, the player's position is moved back to space one on the board and the moved value is changed to false.