Version 2.6 Features:

~Pick For Me~

A new radio button was added that will enable the app to choose a first player on behalf of the user. A button and listener was added in the PigPane class, and a new randomizer method was added to the Game class. The button in the view called on the randomizer method in the Game model class in order to follow the MVC design pattern.

~Rules~

A menu item was added to the Game menu in the PigPane class. Since the appearance of the dialog box is directly affected by the game's status, the components for it were built in the StatusPane. At the start of the game, after selecting a first player, it presents a dialog box containing a tab pane. One of the tabs contains a list of instructions that familiarize the user with the GUI. The other tab contains a strategy example that the user can utilize to get started. I decided to go with a dialog box because it does not interrupt the current PigPane layout, while also having the flexibility to appear and disappear at the click of a button. To add some interest to the dialog, I included the tab pane. This JavaFX feature boasts a lot of potential when it comes to future game updates, as it saves space, while containing a lot of useful content. At the start of each new game after firing up the app, the rules dialog box shows up. To opt out of having it show up, the rules menu item can be unchecked. If the player wishes to have the rules pop up again, they can check the rules menu item at any time, and the dialog will show up at the start of the next game.

~Goal Score~

A text field was added to the NewGamePane class that allows the user to enter a new goal score. In order to execute this, the previous goal score instance variable was changed to private status with a corresponding getter and setter method. I changed it to the top pane to make the order of game play more intuitive. Upon entering the new goal score, the pane is disabled and a confirmation message appears below. I also made sure to disable the field while the game is ongoing, so that it doesn't distract the user or add unnecessary complexity to the game from being altered mid-game. If an invalid number is entered or no value is entered, the textfield clears out and the goal score defaults to a goal of 20 points.

~Play Again~

A play again button was added to the StatusPane class. When pressed, it calls on a method in the Game class called playAgain, which makes use of the AbstractPlayer class to reset all the scores for both players, then enables the pane for the player chosen at the beginning of the first game. I chose to document the first player via an instance variable in the Game class and use that for starting every new game, but future versions may adopt a model that allows the first player for each new game to be the player that won the previous round. I chose to place the play again button in the StatusPane because I wanted the button to be easy to find. A future version, I may change the playAgain button into a dialog prompt so as to keep

the game GUI sleeker.