Search by message

08 Jun, 2023 12 commits

Added design rationale
long0012 authored 2 weeks ago
`f27ba5af`

Added Revised Class Diagram for Sprint 4
abdullahakif7401 authored 2 weeks ago
`eec1d24f`

FIT3077 A4 Commit - Runthrough of Code and checks. Removed some redundant / unused methods.
yhow0004 authored 2 weeks ago
`dfd895bf`

FIT3077 A4 Commit - Updated IntelIJ Version in ReadMe
yhow0004 authored 2 weeks ago
`181a5ec4`

FIT3077 A4 Commit - Final Commit
yhow0004 authored 2 weeks ago
`1802f413`

FIT3077 A4 Commit - Tutorial P8
yhow0004 authored 2 weeks ago
`07acd853`

FIT3077 A4 Commit - Tutorial P7
yhow0004 authored 2 weeks ago
`ba003ced`

FIT3077 A4 Commit - Tutorial P6
yhow0004 authored 2 weeks ago
`1e672264`

FIT3077 A4 Commit - Tutorial P6
yhow0004 authored 2 weeks ago
`223a18dd`

FIT3077 A4 Commit - Hint Invoke Function
yhow0004 authored 2 weeks ago
`d9879a5d`

FIT3077 A4 Commit - Tutorial Game P5
yhow0004 authored 2 weeks ago
`e798adf0`

FIT3077 A4 Commit - Tutorial Game P4
yhow0004 authored 2 weeks ago
`8dcf2cfa`

07 Jun, 2023 6 commits

Merge remote-tracking branch 'origin/main'
Subhan Saadat Khan authored 2 weeks ago
`387d3577`

Fixed start method bug
Subhan Saadat Khan authored 2 weeks ago
`66fad0d2`

Added implementation for Draw Game. Created an attribute to counter number of...
abdullahakif7401 authored 2 weeks ago
`618e64b3`

FIT3077 A4 Commit - Tutorial Game P3
yhow0004 authored 2 weeks ago
`92901712`

FIT3077 A4 Commit - Tutorial Game P2
yhow0004 authored 2 weeks ago
`0c680bf1`

FIT3077 A4 Commit - Tutorial Game P1
yhow0004 authored 2 weeks ago
`5693ee70`

06 Jun, 2023 5 commits

Added a feature in game panel to highlight pieces that are part of a mill....
long0012 authored 2 weeks ago
`ee93d626`

Added javadoc and inline comments for actions, GameManager and game classes....
long0012 authored 2 weeks ago
`4b774bdf`

Implemented the start method to ensure player can only play the game after the...
long0012 authored 2 weeks ago
`260a446a`

Added javaDoc and inline comments for GameBoard, GameState, Player and ComputerPlayer
long0012 authored 2 weeks ago

`fe176196`

Added javaDoc and inline comments for actions classes
long0012 authored 2 weeks ago

`b021a9d2`

02 Jun, 2023 4 commits

Added a condition in GameManager replay() to reset the pieces of computer player
long0012 authored 3 weeks ago

`95a3fc1c`

Fixed an issue where player has to enable the hint button again in order to...
long0012 authored 3 weeks ago

`514fbbf8`

Fixed an issue where opponent's pieces that can be removed are not highlighted...
long0012 authored 3 weeks ago

`bdf4a763`

Allow computer make random move when the game state is remove or jump
long0012 authored 3 weeks ago

`cfe4d2a5`

01 Jun, 2023 3 commits

Add code to highlight piece user wishes to move across the board
Subhan Saadat Khan authored 3 weeks ago

`c6aad8e6`

Add code to display all legal moves when gameState is JUMP
Subhan Saadat Khan authored 3 weeks ago

`6214cb23`

Add code to display all legal moves when gameState is REMOVE
Subhan Saadat Khan authored 3 weeks ago

`4c918f12`

31 May, 2023 6 commits

Fixed an issue where the hint button does not show "Hint: Off" after a player made a valid move
long0012 authored 3 weeks ago

`8b31dc4e`

FIT3077 A4 Commit - GamePanel Highlighting P2
yhow0004 authored 3 weeks ago

`57edca01`

Added an condition in GameManager. If the current player's turn is computer,...
long0012 authored 3 weeks ago

`86dd054e`

Updated code for detection of computer player implementation
abdullahakif7401 authored 3 weeks ago

`12d39b5b`

Added a method in Display class to swap to PvC mode when the Player vs Computer button is clicked
long0012 authored 3 weeks ago

`7e1fe6d6`

Added a new constructor in HintAction class and also added code for...
abdullahakif7401 authored 3 weeks ago

`8d68aa27`

30 May, 2023 4 commits

Fixed an issue - it does not show the legal moves when the player click on the...
long0012 authored 3 weeks ago

`a9e7eeb9`

Display all the legal moves the player may make as their next move when they click the hint button
long0012 authored 3 weeks ago

`fad3935a`

Added a hint button in Game Panel and implement a class that determine all...
long0012 authored 3 weeks ago

`654458c2`

FIT3077 A4 Commit - GamePanel Highlighting P1
yhow0004 authored 3 weeks ago

`a1a7b611`

19 May, 2023 12 commits

Updated Design Rationale for Sprint 3
long0012 authored May 19, 2023

`da2a1b48`

Added Gameplay Screenshots pdf
abdullahakif7401 authored May 19, 2023

`5c6d9618`

FIT3077 A3 Commit - Video Demonstration Push
yhow0004 authored May 19, 2023 　　　　　　　　　　　　　　　　　`83bca98c`

Merge remote-tracking branch 'origin/main'
Subhan Saadat Khan authored May 19, 2023 　　　　　　　　　　　　`adb06cac`

Add Updated Class Diagram for Sprint 3
Subhan Saadat Khan authored May 19, 2023 　　　　　　　　　　　　`225195b6`

Updated Design Rationale for Sprint 3
long0012 authored May 19, 2023 　　　　　　　　　　　　　　　　　`4127da01`

Added Design Rationale for Sprint 3
long0012 authored May 19, 2023 　　　　　　　　　　　　　　　　　`a34411ce`

Merge remote-tracking branch 'origin/main'
long0012 authored May 19, 2023 　　　　　　　　　　　　　　　　　`8b4dffe7`

Added Sequence Diagrams for Sprint 3
abdullahakif7401 authored May 19, 2023 　　　　　　　　　　　　　`6ccd8042`

Add Class Diagram for Sprint 3
Subhan Saadat Khan authored May 19, 2023 　　　　　　　　　　　　`ee5ea8fc`

FIT3077 A3 Commit - Corrected spelling in main menu, and regenerate .jar file
yhow0004 authored May 19, 2023 　　　　　　　　　　　　　　　　　`665e0975`

Merge remote-tracking branch 'origin/main'
long0012 authored May 19, 2023 　　　　　　　　　　　　　　　　　`7d2ea635`

18 May, 2023 7 commits

Reformatted code in Main
Subhan Saadat Khan authored May 18, 2023 　　　　　　　　　　　　`fa7d557a`

Change checkMill to checkMills and fixed the bug where the game continue when...
long0012 authored May 18, 2023 　　　　　　　　　　　　　　　　　`5bbeb74e`

FIT3077 A3 Commit - Regenerate .jar file
yhow0004 authored May 18, 2023 　　　　　　　　　　　　　　　　　`fd3674f4`

FIT3077 A3 Commit - Main Menu GUI Part 4 and Javadoc
yhow0004 authored May 18, 2023 　　　　　　　　　　　　　　　　　`88c43622`

FIT3077 A3 Commit - Main Menu GUI Part 3 and JumpAction Bug Fix
yhow0004 authored May 18, 2023 　　　　　　　　　　　　　　　　　`403af18a`

Two new classes for panels in the game (Main Menu and Game Panel)
long0012 authored May 18, 2023 　　　　　　　　　　　　　　　　　`61feb9f9`

Added classes for panels (for main menu and PvP game) and made Display to be...
long0012 authored May 18, 2023 　　　　　　　　　　　　　　　　　`46b7fcba`

16 May, 2023 8 commits

Fixed a bug when checking if all opponent's pieces are part of a mill
long0012 authored May 17, 2023 　　　　　　　　　　　　　　　　　`bf44f9dc`

Added method to check if all pieces of a player are in a mill and updated it's implementation
abdullahakif7401 authored May 17, 2023 　　　　　　　　　　　　　`006007f6`

Fixed two bugs. Update the isPartMill of the pieces when break up a mil and...
long0012 authored May 16, 2023 　　　　　　　　　　　　　　　　　`bfc79b86`

FIT3077 A3 Commit - Main Menu GUI Part 2
yhow0004 authored May 16, 2023 　　　　　　　　　　　　　　　　　`f1f29b15`

Added return to menu button and it's implementation
abdullahakif7401 authored May 16, 2023 　　　　　　　　　　　　　`ee24604a`

FIT3077 A3 Commit - Main Menu GUI Part 1
yhow0004 authored May 16, 2023
`b20c9a62`

FIT3077 A3 Commit - JumpAction Part 3
yhow0004 authored May 16, 2023
`25702884`

FIT3077 A3 Commit - JumpAction Part 1
yhow0004 authored May 16, 2023
`cf62c8b1`

15 May, 2023 3 commits

Allow the players to replay the game after game over
long0012 authored May 15, 2023
`1a901454`

Add Menu screen to display game start-up options and game modes
Subhan Saadat Khan authored May 15, 2023
`8dd09b0f`

FIT3077 A3 Commit - JumpAction Part 1
yhow0004 authored May 15, 2023
`d3e271b7`

14 May, 2023 9 commits

Format code and add comments
Subhan Saadat Khan authored May 15, 2023
`a49c1cc9`

Add gameOver message to GUI
Subhan Saadat Khan authored May 15, 2023
`d877fb28`

Merge remote-tracking branch 'origin/main'
Subhan Saadat Khan authored May 15, 2023
`97ff08bd`

Fix bug in piece bar after remove action, another bug fixed relating last...
Subhan Saadat Khan authored May 15, 2023
`010924eb`

Change the game state in GameManager to GAMEOVER when win conditions are met
long0012 authored May 14, 2023
`519ec5ab`

Add remove feature in place and slide action
Subhan Saadat Khan authored May 14, 2023
`37d227ee`

Fixed bug in checkmill
abdullahakif7401 authored May 14, 2023
`20406c65`

Add RemoveAction which will remove opponent piece when a mill is formed
Subhan Saadat Khan authored May 14, 2023
`cbf33e6f`

Add REMOVE GameState in Slide action
Subhan Saadat Khan authored May 14, 2023
`b606b1cc`

13 May, 2023 4 commits

Added methods in GameManager to check if the win conditions are met.
long0012 authored May 14, 2023
`dd53a73a`

Modified performAction() in SlideAction. When the player move a piece which is...
long0012 authored 1 month ago
`459a1f3d`

Added an id of each position
long0012 authored 1 month ago
`710dda34`

Added a new method in GameBoard to get all the possible mills including a...
long0012 authored 1 month ago
`69dfb92a`

Added a boolean in the Piece class to check if a piece is part of a mill....
abdullahakif7401 authored 1 month ago
`cba2e8d6`

Added an implementation to check for mills
abdullahakif7401 authored 1 month ago
`729a7e99`

11 May, 2023 3 commits

Added a new method in Display to display message to the players based on current game state.
long0012 authored 1 month ago

`ed6be336`

Added a switch statement in GameManager to execute actions according to...
long0012 authored 1 month ago

`072b5f43`

Add GameState to keep track of the current game situation
Subhan Saadat Khan authored 1 month ago

`27eceda8`

10 May, 2023 3 commits

Added a condition in isValid method in SlideAction to allow players to slide...
long0012 authored 1 month ago

`ef0d6e1f`

Added a new method in Position to check if a position is an adjacency position
long0012 authored 1 month ago

`f5a229b8`

Add adjacent positions of each position when initializing the positions of the game board.
long0012 authored 1 month ago

`3ba3c614`

27 Apr, 2023 17 commits

FIT3077 A2 Commit - Updated README.md file
yhow0004 authored 1 month ago

`c2b7acab`

Added the class diagram
long0012 authored 1 month ago

`b5db4984`

Add sprint 2 design rationale
Subhan Saadat Khan authored 1 month ago

`1a9ec992`

FIT3077 A2 Commit - Created .jar executable file.
yhow0004 authored 1 month ago

`30a09c0e`

FIT3077 A2 Commit - Ammended GUI in Display Class
yhow0004 authored 1 month ago

`7b7cc88a`

FIT3077 A2 Commit - Added References
yhow0004 authored 1 month ago

`ad79c24d`

FIT3077 A2 Commit - Renamed gameData ArrayList to Memory
yhow0004 authored 1 month ago

`350e5ad3`

Added a constructor for PieceAction class
long0012 authored 1 month ago

`e471a235`

Refactored local variable and added comment
Subhan Saadat Khan authored 1 month ago

`507e7452`

Changed some methods' access modifier in GameManager
long0012 authored 1 month ago

`cec97463`

FIT3077 A2 Commit - Addition of Javadoc for Action related classes
yhow0004 authored 1 month ago

`aa2457e6`

FIT3077 A2 Commit - Addition of Javadoc for GameManager class.
yhow0004 authored 1 month ago

`e394e1e6`

FIT3077 A2 Commit - Addition of Javadoc for Player related Classes, and Overall Review.
yhow0004 authored 1 month ago

`c16ecc3d`

FIT3077 A2 Commit - Display and Canvas - Access Modifier Checks and Citations.
yhow0004 authored 1 month ago

`dcbaf7f3`

Added Javadoc for Tutorial Game class
abdullahakif7401 authored 1 month ago

`bbe5eef0`

Added Javadoc for Real Game class
abdullahakif7401 authored 1 month ago

`8cc09a60`

Added Javadoc for Game class
abdullahakif7401 authored 1 month ago

`84aa7bba`

26 Apr, 2023 28 commits

Added javadoc for Display class and added citation for Canvas class
long0012 authored 2 months ago

`17a86c5c`

Added javadoc for Canvas class. Removed the size attribute from Piece class...
long0012 authored 2 months ago

`a14d01b3`

Added a package called components. All classes that are related to the...
long0012 authored 2 months ago

`250d06d0`

Created a package actions. All classes related to actions are placed into this package.
long0012 authored 2 months ago

`e8e53436`

Added javadoc for GameBoard and HumanPlayer class. Make the initBoard in...
long0012 authored 2 months ago

`6e29f67d`

Added javadoc for HumanPlayer class
long0012 authored 2 months ago

`7fce21e3`

Added javadoc for Player class
long0012 authored 2 months ago

`80633814`

Added javadoc for Position class and removed id and selected attributes as...
long0012 authored 2 months ago

`bcee5a89`

Added javadoc for Piece class and renamed the getColor method to getTeam
long0012 authored 2 months ago

`b5ca9e79`

Added javadoc for Team class
long0012 authored 2 months ago

`4dd4446e`

Changed "position" attribute name to "to" and add a statement to check if the...
long0012 authored 2 months ago

`ef032a7b`

Updated the initialisation of GameManager in Game abstract class
abdullahakif7401 authored 2 months ago

`a66d4413`

TutorialGame class updated with player parameters
abdullahakif7401 authored 2 months ago

`6f07974b`

Instantiated the players, game manager and real game in the Main
abdullahakif7401 authored 2 months ago

`00cd01f4`

RealGame class updated with player parameters
abdullahakif7401 authored 2 months ago

`123b93dd`

Further updated the game class, basically optimised it
abdullahakif7401 authored 2 months ago

`30818eea`

Updated TutorialGame class so that it can initiate a tutorial game
abdullahakif7401 authored 2 months ago

`bb110c70`

Updated RealGame class so that it can initiate a game with a computer or between two players
abdullahakif7401 authored 2 months ago

`322308dc`

Updated the game class; added a start method that basically starts the game by...
abdullahakif7401 authored 2 months ago

`32a6f1fe`

Add code to validate SlideAction using Player class and reformatted ProcessClick method
Subhan Saadat Khan authored 2 months ago

`629685e0`

Add class SlideAction which contains logic for moving a piece across positions
Subhan Saadat Khan authored 2 months ago

`f8c9796d`

Reduce the piecesOnBoard and piecesToPlace of Player when they perform placeAction
long0012 authored 2 months ago

`fef1289d`

Keep track of the current player using Player instead of Team for GameManager.
long0012 authored 2 months ago

`d22fe40f`

Added a new constructor in HumanPlayer class without initializing name, and...
long0012 authored 2 months ago

`73b3fcbb`

Added two new attributes and their related methods in Player to keep track of...
long0012 authored 2 months ago

`18e58618`

FIT3077 Assignment Sprint 2 Commit - Added Player package and related player classes
yhow0004 authored 2 months ago

`3e2f7b47`

25 Apr, 2023 16 commits

Removed getter for canvas attribute in Display class
long0012 authored 2 months ago

`d9ab9dc2`

Changed methods in Canvas, Display, GameManager and Piece, to achieve encapsulation.
long0012 authored 2 months ago

`16567698`

Fixed the bug for turn indicator in GUI.
long0012 authored 2 months ago

`23cf2ae4`

Fixed the changing player turn in handlePlace method in GameManager
long0012 authored 2 months ago

`86c90a9a`

Fixed the placing piece handling in GameManager
long0012 authored 2 months ago

`2624b52a`

Fix bug reselecting other piece to move
Subhan Saadat Khan authored 2 months ago

`a77baf2a`

Implemented PlaceAction class, and allow game manager to handle placing piece...
long0012 authored 2 months ago

`36a7dc06`

FIT3077 Assignment Sprint 2 Commit - Change Player Turn on GUI
yhow0004 authored 2 months ago

`e1e205c2`

FIT3077 Assignment Sprint 2 Commit - Change Player Turn on GUI
yhow0004 authored 2 months ago

`05df51ac`

Add methods in GameBoard to return positions, get piece from a position and...
long0012 authored 2 months ago

`553fd7ff`

Add new feature to move any piece anywhere
Subhan Saadat Khan authored 2 months ago

`2fb38acf`

Add method to remove piece from a position
Subhan Saadat Khan authored 2 months ago

`6fce0cdc`

Add code to capture gameBoard position when move action is valid
Subhan Saadat Khan authored 2 months ago

`2d515bcf`

Add methods in Display to swap piece position when move action is valid
Subhan Saadat Khan authored 2 months ago

`3fe835c9`

Add methods in Canvas to determine all pieces are on the gameBoard
Subhan Saadat Khan authored 2 months ago

`cd4b6006`

Implement Action Interface for every action that could take place
Subhan Saadat Khan authored 2 months ago

`bdfdee0f`

24 Apr, 2023 5 commits

Fixed the processClick method in GameManager to change the player turn correctly
long0012 authored 2 months ago

`859e92e7`

Updated processClick method in GameManager to set a piece onto a position clicked by the user
long0012 authored 2 months ago

`218e228b`

Added a method in GameManager that process the mouse click
long0012 authored 2 months ago

`4f20b4df`

Added a mouseListener to the canvas, and allow repaint components when a piece...
long0012 authored 2 months ago

`23cc396b`

Added methods in Canvas to draw a piece on a position on the board and added a...
long0012 authored 2 months ago

`8c661a68`

23 Apr, 2023 1 commit

FIT3077 Assignment Sprint 2 Commit
yhow0004 authored 2 months ago

`808679b8`

20 Apr, 2023 2 commits

Change the name of Entity class to GameManager and GameScreen class to Display
long0012 authored 2 months ago

`34277d0b`

Added pieces on hand
abdullahakif7401 authored 2 months ago

`05722467`

18 Apr, 2023 1 commit

Added components to display message to the player based on game state and...
long0012 authored 2 months ago

`b2acec29`

17 Apr, 2023 1 commit

Add gameBoard to the UI
Subhan Saadat Khan authored 2 months ago

`26b065d5`

16 Apr, 2023 1 commit

Initialize JFrame and ADD gameBoard images
Subhan Saadat Khan authored Apr 16, 2023

`db4451fb`

03 Apr, 2023 11 commits

Adding Design Rationale and Justification for Domain Model
abdullahakif7401 authored Apr 03, 2023

`efda449a`

FIT3077 Assignment Sprint 1 Final Commit
yhow0004 authored Apr 03, 2023

`06352823`

Add Technology Stack and Justification
Subhan Saadat Khan authored Apr 03, 2023

`55bb5641`

Add Team Name and Team Photo
Subhan Saadat Khan authored Apr 03, 2023

`88b92807`

Merge remote-tracking branch 'origin/main'
abdullahakif7401 authored Apr 03, 2023

`c6c49949`

Added Team Membership Document
abdullahakif7401 authored Apr 03, 2023

`197df732`

Delete Contribution Log.pdf
skha0081 authored Apr 03, 2023

`3d41b131`

Add Contribution Log
Subhan Saadat Khan authored Apr 03, 2023

`ba4d7b4b`

Adding the Basic UI Design - Lo-Fi Prototyping
abdullahakif7401 authored Apr 03, 2023

`58178bce`

Meeting Minutes of our 3rd Meeting
abdullahakif7401 authored Apr 03, 2023

`bce731d3`

Add Meeting Minutes No. 2
Subhan Saadat Khan authored Apr 03, 2023

`9d4cee92`

02 Apr, 2023 2 commits

Added diagram for Domain Model and Meeting Minutes No.1
long0012 authored Apr 03, 2023

`4ecdce11`

Added directory to place meeting minutes and basic architecture related files
long0012 authored Apr 03, 2023

`1faf2ece`

29 Mar, 2023 2 commits

Complete user stories with advance requirements
Subhan Saadat Khan authored Mar 29, 2023

`ff3acd4c`

Complete user stories for basic requirements
long0012 authored Mar 29, 2023

`5878c6dd`

28 Mar, 2023 1 commit

FIT3077 Assignment Commit No 2
yhow0004 authored Mar 28, 2023

`8645eeab`

27 Mar, 2023 1 commit

Added first 6 user stories
abdullahakif7401 authored Mar 27, 2023

`c4cbc98f`