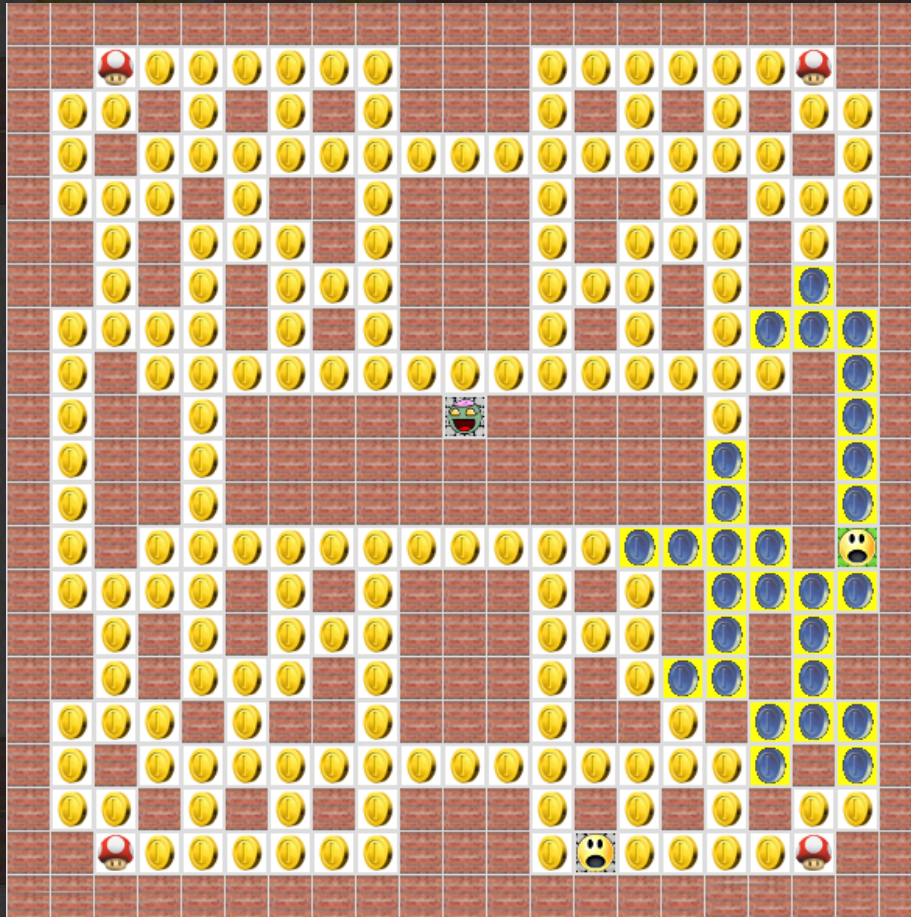


TacZombie

(a tactical Pacman clone)



Developed by Lars Eckervogt, Manuel Hieke and Stefan Junker for
the course "Moderne Programmiersprachen"

in MSI1 in WS13/14 at HTWG Konstanz

Content

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Game Principle

🍄 Round-based

🍄 Two Players

🍄 **One** Human: can have multiple tokens

🍄 **One** Zombie: can have multiple tokens

🍄 Goal

🍄 Zombie: kill Human

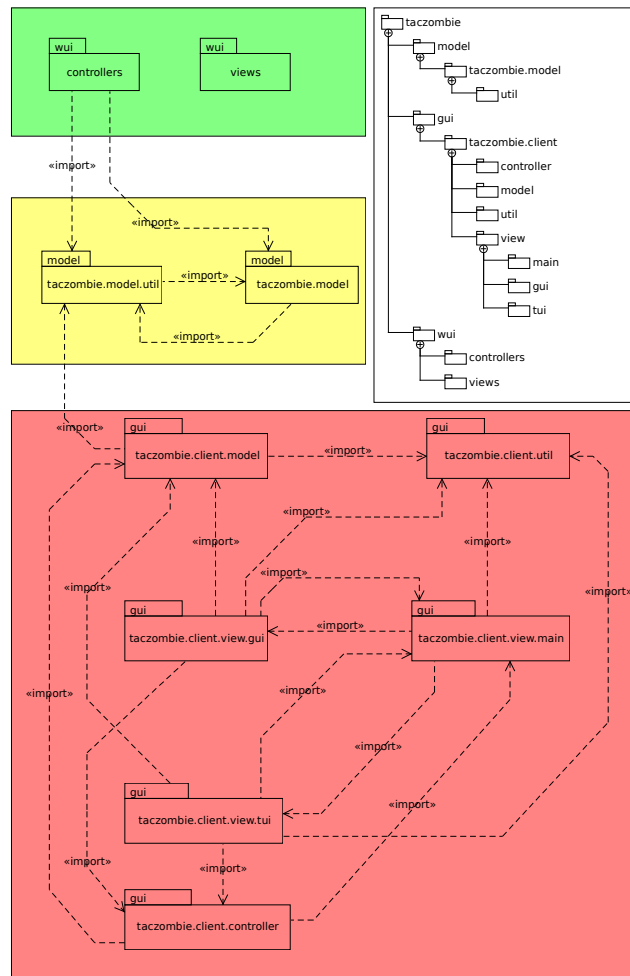
🍄 Human: survive and collect all coins

🍄 Map

🍄 Pacman-like

Structure

Click to maximize



Model

- 🍄 Case classes
- 🍄 Easy access of subsets
- 🍄 Build to be extensible
- 🍄 Multiple Players (Zombie/Humans)

Views

🍄 WUI

🍄 TUI

🍄 GUI

🍄 Communication through web sockets

🍄 Library: just.ws (<https://github.com/stasimus/just.ws>)

🍄 Transport format: JSON

🍄 Library: io.spray (<https://github.com/spray/spray-json>)

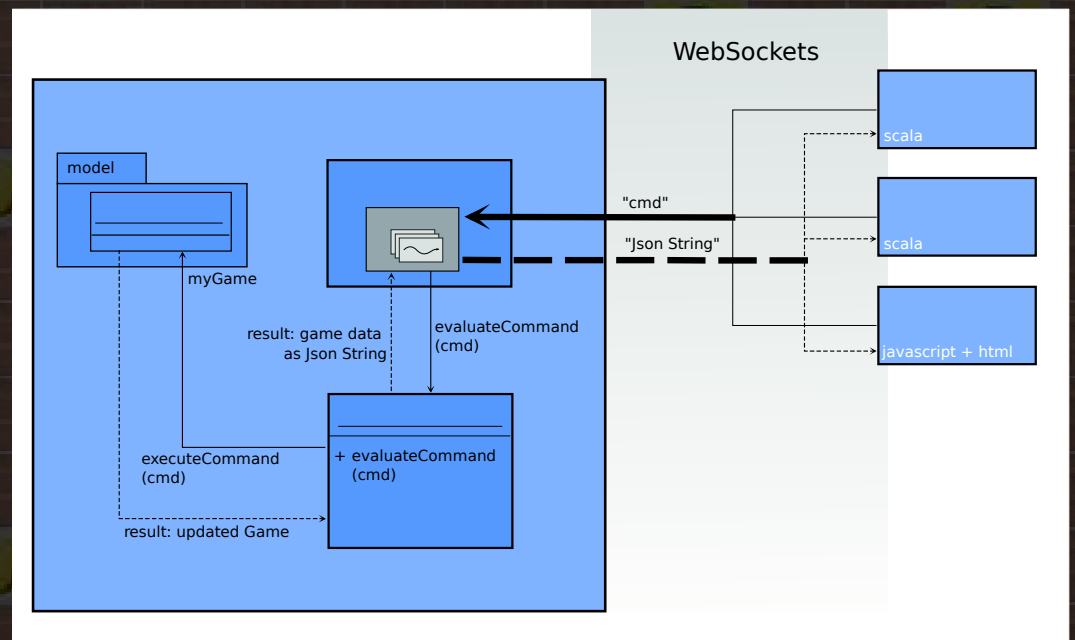
Controller

🍄 Server-side: Play

- 🍄 Manages web socket connections
- 🍄 Manages the game
- 🍄 Handles incoming client requests
- 🍄 Servers game data to the clients

🍄 Client-side:

- 🍄 GUI: Swing
- 🍄 WUI: JavaScript/Play



Use of Traits

🚗 Example: Logger

```
5 trait Logger {  
6   object logger {  
7  
8     private var printOnGet : Boolean = false  
9  
10    private val data : ListBuffer[String] = ListBuffer[String]()  
11  
12    def clear = data.clear()  
13  
14    def +=(s : String, print : Boolean = false) = {  
15      data += s  
16      if(print) println(s)  
17    }  
18  
19    def init(s : String, print : Boolean = false, printOnGet : Boolean = false) = {  
20      clear  
21      this.printOnGet = printOnGet  
22      +=(s, print)  
23    }  
}
```


Use of Traits

👤 Example: Logger

```
24
25 def get : List[String] = {
26   if(printOnGet) print
27   data.toList
28 }
29
30 def merge(l : Logger) = {
31   data.+=(l.logger.get)
32   l
33 }
34
35 def print = {
36   if(data.size > 0) {
37     println(data.apply(0))
38     for(s <- data.tail)
39       println("\t" + s)
40   } else println("Empty logger")
41 }
42 }
43 }
```

Use of Dependency Injection

🍄 Main Method GUI / TUI

```
17 object Main {  
18   def main(args: Array[String]) {  
19     var restart = true  
20     val viewInjector = Guice.createInjector(new UiModule(args))  
21  
22     while (restart) {  
23       val view = viewInjector.getInstance(classOf[IView])  
24       view.open  
25       restart = view.runBlocking  
26     }  
27   }  
28 }  
29
```

Use of Implicit Conversions

🧠 Example: CoordinateHelper

```
3 import scala.collection.mutable.ListBuffer
4 import scala.language.implicitConversions
5 import taczombie.model.Game
6 import taczombie.model.GameFieldCell
7 import taczombie.model.GameField
8
9 object CoordinateHelper {
10
11   implicit def intIntTuple2Wrapper(tuple: (Int,Int)) =
12     new IntIntTuple2Helper(tuple)
13
14   class IntIntTuple2Helper(tuple : (Int,Int)) {
15     def leftOf : (Int,Int) = (tuple._1, tuple._2 - 1)
16     def rightOf : (Int,Int) = (tuple._1, tuple._2 + 1)
17     def aboveOf : (Int,Int) = (tuple._1 - 1, tuple._2)
18     def belowOf : (Int,Int) = (tuple._1 + 1, tuple._2)
19   }
20 }
```

Use of Higher Order Function

🍄 Example: JsonHelperSpec

```
16  val -- = (a:Int,b:Int) => a - b
17  val ++ = (a:Int,b:Int) => a + b
18
19  private def upperLeftFor5StepsInBothDimensions(coord : (Int,Int))
20    (y : Int, fn1 : (Int,Int) => Int)
21    (x : Int, fn2 : (Int,Int) => Int) = {
22    for {
23      i <- 0 until 5
24      j <- 0 until 5
25    } yield coord.isUpperLeftOf(fn1(y,i),fn2(x,j))
26  }.toList
27  ...
60  upperLeftFor5StepsInBothDimensions(testCoord1)(10, --)(11, ++)
61  .exists(_ == true) must be_!(true)
```


Tests

- 🍄 200 fully automated Tests

- 🍄 Code Coverage scct

 - 🍄 Model 100%

 - 🍄 GUI / TUI: Utils 100%

 - 🍄 Controller 76%

- 🍄 Coverage Report as html

Generate Standalone Game

🍄 Server/WUI

- 🍄 sbt “project wui” dist
- 🍄 Generates zip file
- 🍄 Extract and execute Skript wui in bin/ to run server

🍄 GUI/TUI

- 🍄 sbt assembly
- 🍄 Generates TacZombieClient.jar
- 🍄 Execute java -jar TacZombieClient.jar for GUI
- 🍄 Add parameter “tui” for TUI

Demo

🍄 Lean back and enjoy :-)

Summary

🍄 GUI & TUI & WUI usable

🍄 at the **same** time

🍄 on the **same** model

🍄 Model fully automated tested

🍄 Controller automated tested

🍄 SBT Multi-project

🍄 Scala is awesome!

🍄 Swing is ok

🍄 ScalaFx lacks of support and examples