

READ ME

(Goals Accomplished)

Group No# 9

Members:

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We have accomplished all the goals that we had planned for before the start of Iteration 4. Please view the “Game screenshots” folder within the “Documents” folder to see how the application is intended to look like. Extracting “Blokus.zip” and then executing the “Blokus.jar” file should run the application make sure that the “Assets” and “SavedGames” folders are in the same folder as the jar file.

Windows: Double Click the Blokus.jar file to run

MAC/Linux: In terminal, Go to the directory with jar file, then enter “java -jar Blokus.jar

The JUnit testing was done in IntelliJ, and the screenshots are present in the “JUnit test screenshots” folder within the “Documents” folder. Using IntelliJ was mentioned to the professor and deemed acceptable. To properly run the JUnit test we advise on having both the JUnit version 4 and version 5.4 installed so that the tests can be properly tested.

For finding the newest and best version of the code possible you can view the “src” folder in the main directory. Some new changes are amazing.

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Thank you for continuing :D

Goals we decided to complete in iteration 4:

1. Further analyse and report the design changes that will be needed to get the game to work on a network. **[COMPLETED]**
2. Further analyse and report the use of patterns within our design **[COMPLETED]**
3. Create JUnit tests for five main domain cases
 - Cover all the methods in each domain case **[COMPLETED]**
 - Ensure all tests pass **[COMPLETED]**
 - Provide screenshots of testing **[COMPLETED]**
4. Completely implement the AI with semi-intelligent behaviour **[COMPLETED]**
 - **Extra:** Implemented Easy, Medium and Hard **[COMPLETED]**
5. Completely implement the save game feature **[COMPLETED]**
6. Completely implement the load game feature **[COMPLETED]**
7. Completely implement the functionality so that a game can end **[COMPLETED]**
8. Completely implement the reset game feature **[COMPLETED]**
9. Further, analyse and improve the design and game feel to be more interactive **[COMPLETED]**
10. Refactor code throughout the application to reduce dependencies and improve upon independent class behaviour **[COMPLETED]**
11. Publish the final version of our Blokus game **[COMPLETED]**
12. **Extra:** Added the hint button for each player **[COMPLETED]**
13. **Extra:** Added dark mode **[COMPLETED]**
14. **Extra:** Added MAC OS compatibility **[COMPLETED]**

Here is a list of task that were assigned and who completed them:

ID	Task	Assigned to	Deadline	Completion Date	Completed By
1	Implement Load Game	Uwais, Hammad	20-Nov-2019	14-Nov-2019	Uwais, Hammad
2	Implement Save Game	Uwais, Hammad	17-Nov-2019	14-Nov-2019	Uwais, Hammad
3	Implement Game Ended Check	Uwais, Zack	20-Nov-2019	20-Nov-2019	Uwais
4	Add a player turn label on the main screen	Abdur Rahman	16-Nov-2019	19-Nov-2019	Abdur Rahman
5	Create JUnit tests for 5 classes	Zoe	19-Nov-2019	21-Nov-2019	Zoe
6	Networking report	Zoe	17-Nov-2019	21-Nov-2019	Zoe
7	Patterns report	Zoe	18-Nov-2019	21-Nov-2019	Zoe
8	Fix about the menu from the last iteration	Abdur Rahman	15-Nov-2019	18-Nov-2019	Abdur Rahman
9	Fix the help/how to menu from the last iteration	Abdur Rahman	15-Nov-2019	19-Nov-2019	Abdur Rahman
10	Fix the exit button on the load game screen	Abdur Rahman	15-Nov-2019	19-Nov-2019	Abdur Rahman
11	Implement the AI Easy	Hammad, Uwais, Zack	20-Nov-2019	20-Nov-2019	Uwais, Hammad
12	Implement the AI Medium	Hammad, Uwais, Zack	20-Nov-2019	20-Nov-2019	Uwais
13	Implement the AI Hard	Uwais	20-Nov-2019	20-Nov-2019	Uwais
14	Implement Dark Mode for Look and Feel	Hammad	12-Nov-2019	11-Nov-2019	Hammad
15	Implement Look and Feel for Mac OS compatibility	Abdur Rahman	13-Nov-2019	08-Nov-2019	Abdur Rahman
16	Review Every Line of Submission/ Code	Hammad	21-Nov-2019	21-Nov-2019	Hammad
17	Assist in testing and finding bugs	Zack	21-Nov-2019	21-Nov-2019	Hammad, Uwais, Zack