# READ ME

## (Goals Accomplished)

# Group No# 9

Members:

*Abdur Rahman Abul Hossain*
*Muhammad Hammad*
*Muhammad Uwais Jahmeerbacus*
*Zachary Cheema*
*Zoe Collins*

We have accomplished all the goals that we had planned for before the start of Iteration 3. Please view the "iteration3_screenshots" folder within the "Documents" folder to see how the application is intended to look like. Executing the "Blokus.jar" file should run the application make sure that the "Assets" folder is downloaded with the .jar file and is in the same folder.

Windows: Double Click the Driver.jar file to run
MAC/Linux: In terminal, Go to the directory with jar file, then enter "java -jar Blokus.jar

Below is a summary of all the tasks and who performed them:

Zachary Cheema:
Created the "Reset Current Game" sequence diagram
Created the "Game Over" sequence diagram
Implemented the LegalMove functionality
Implemented the vision impairment feature
Implemented the flip a piece feature

Abdur Rahman:
Created the "About" menu
Creates the "Game Over" screen
Implemented the rotate a piece functionality
Added the colours to the main screen for Blokus label
Added menu bars to the JFrames

Muhammad Uwais:
Created the "Reset Current Game" fully dressed use case
Created the "Game Over" fully dressed use case
Implemented the LegalMove functionality
Added colours to the borders
Added the player labels change functionality
Added the alternate turn functionality
Refactored the code throughout the application
Implemented place a piece functionality

Zoe Collins:
      Created the Logical Architecture Diagram
      Update UI Sketches
      Created "Help" menus
      Implemented the score counting function
      Added menu bars to the JFrames


Muhammad Hammad:
      Refactor code throughout the application
      Created the plan for iteration 4
      Implemented place a piece functionality
      Implement two players to play a third common player functionality
      Implement place a piece functionality completely
      Implemented the isLegal functionality
      Overlook all changes, suggest improvements and review commits
      Implemented the hover piece functionality
      Fixed arising bugs throughout the application
      Added the icon to the game

## Goals we decided to complete in iteration 3:

1. Further analyse the "Save Current Game" and "Load Saved Game" use cases by
   - Revising the fully dressed use case description for each **[EXEMPTED]**
   - Revising the sequence diagrams for each **[EXEMPTED]**

2. Analyse the "Reset Current Game" and "Game Over" use cases
   - Produce a fully dressed use case description for each **[COMPLETED]**
   - Create a sequence diagram for each use case **[COMPLETED]**

3. Update the GUI to feel more interactive, adding colours and other user interaction features **[COMPLETED]**

4. Update the user interface sketches as required if any design changes occur **[COMPLETED]**

5. Create a Logical Architecture Diagram **[COMPLETED]**

6. Refactor previously written code, to make it more efficient and understandable (to a certain extent only) **[COMPLETED]**

7. Release the version two of our Blokus application
   - Create the "About" and "Help" menus for the entire application **[COMPLETED]**
   - Implement the functionality to check for legal moves **[COMPLETED]**
   - Implement the colour impairment functionality **[COMPLETED]**
   - Implement the functionality to declare who won or lost the game **[COMPLETED]**
   - Create a win screen and indicate the winner of the game **[COMPLETED]**
   - Implementing the functionality to flip and rotate pieces **[COMPLETED]**
   - Rudimentary functionality to allow the AI player to place a piece on the grid (only partial implementation rest will be in iteration 4) **[PARTIALLY COMPLETED]**
   - Allow 2 players to play with a third common player that alternates **[COMPLETED]**