**Software Development Project**

**Report**

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| **PROJECT TEAM** | |
| **Student No.** | **Student Names** |
| **16138457** | **Lorenzo Cipriani** |
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**Morra (Evens or Odds)**

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# Introduction

The main goal of the team was to use, for the development of the project, all and only the topics covered during the lectures. Even if the game itself is not so complicated to implement in java, the team tried to show some key aspects learned; e,g:

* Instantiable classes (the main class is just an entry point then the flow of the program is managed by the GameController)
* Incapsulation (private attributes and getters&setters to access the state of the objects)
* Validation of user’s input
* Conditional statements (if and switch)
* Loops (while)
* Abstract classes and inheritance (Player is an abstract class extended by Computer and Human)
* Method overloading (e.g.: Player.hasOdds() & Player.hasOdds(boolean).)

# Diagrams

* **Overview of the game (class diagram)**

