

1) Team Hours: 4.5 hrs.

2) Features Implemented:

- Khalil van Alphen:

The prototype for the GUI was implemented in this session. The work done will be roughly described as follows, before the user stories. The ClientView class was created which holds many of the custom JSwing objects, and their creating, formatting and placement was extensively tweaked; many iterations were considered by the group members. The user stories directly related to the GUI's completion are the following.

A player can view the details of a card
GIVEN a player mouses over a card in the gui
THEN show that card in the context window
AND if that card is an action card
THEN display the card's text in an enlarged state

A player can chat and receive information via the console
GIVEN a player is connected
AND that player types non-command text into the console
THEN display that text as chat to the GUIs of the other players connected to the game
AND make that text a different colour than all other text in the console

A player can see the cards in their hand
GIVEN a player is connected to a game
THEN show the player the cards in their hand

A player can play a card from their hand by clicking on it
GIVEN a player is in game with cards in their hand
AND it is a valid time to play card (C)
WHEN that player clicks on the card (C) in hand
THEN execute game logic to play that card

A player can start a tournament by clicking on a supporter
GIVEN a game is in progress
AND no tournament is in progress
AND a player has a supporter in hand
AND they click on the supporter
THEN prompt the user for a colour for the tournament
AND start the tournament based on the selection

Other miscellaneous work done with gui:

- Developed an image downloading system included within the resource directory
- Acquired assets (textures, etc) and edited them to be ready for the ClientView

- Matthew Pepers:

Player can play an Ivanhoe card

GIVEN a game is in session

AND a tournament is in session

WHEN another player plays an action card

THEN a player may play an 'Ivanhoe' card

AND cancel that action

- fixed a bug of card not being discarded correctly

Player can play a Charge card

GIVEN it is the player's turn

AND the player has a Charge card in their hand

WHEN they play the Charge card

THEN the lowest valued card across all Displays is found

AND all cards of that value, in all players' Displays, are discarded

Player can play a Countercharge card

GIVEN it is the player's turn

AND they have a Countercharge card in their hand

WHEN they play the Countercharge card

THEN from all players' Displays, the highest value Display card is found

AND all Display cards of this value, across all players' Displays, are discarded

- refactored code to encapsulate colour in a Colour class

- refactored code to encapsulate player's display functionality in a Display class

3) Hours spent (excluding hours in common):

- **Khalil van Alphen:** 15+hrs.

- **Matthew Pepers:** 8hrs.

4) : We did the same amount of effective work, as most of Khalil's time was spent getting familiar with the swing implementation. Actually work done does not reflect above.