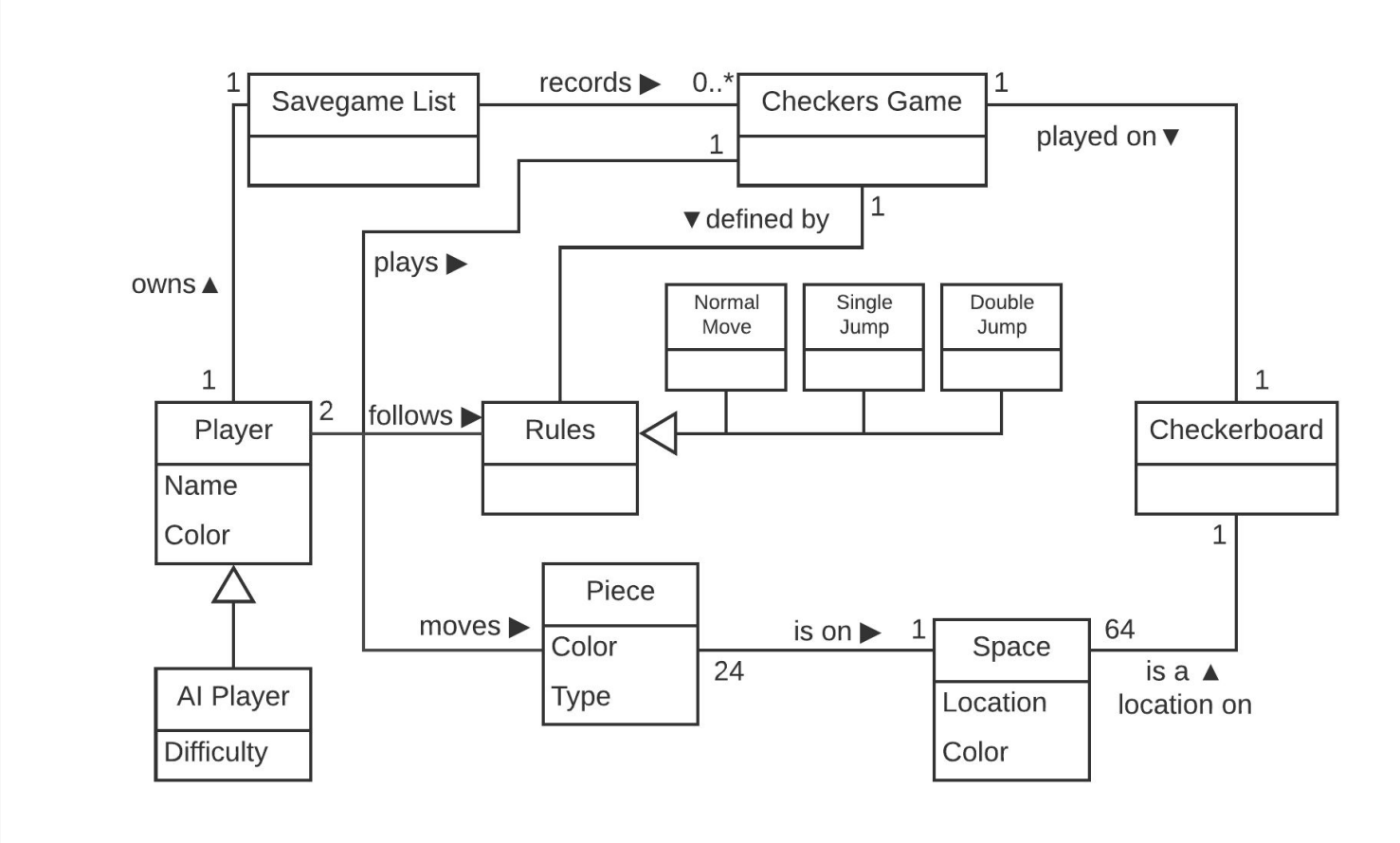
Design discussions

Group 🅱️

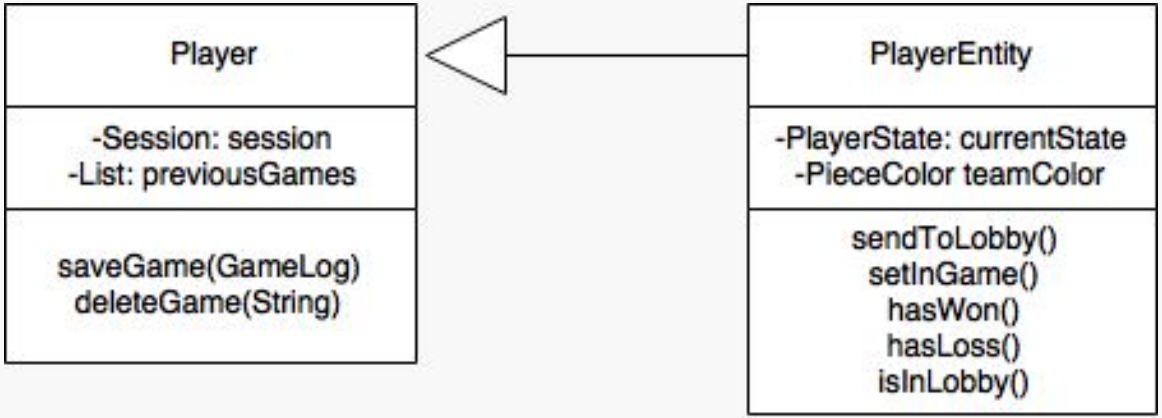
Domain


1
Savegame List
records ▶
0..*
Checkers Game
1
1
played on ▼
1
▼defined by
plays ▶
owns ▲
Normal Move
Single Jump
Double Jump
1
Player
Name
Color
2
follows ▶
Rules
1
Checkerboard
1
Piece
Color
Type
moves ▶
is on ▶
1
Space
Location
Color
64
is a ▲ location on
24
AI Player
Difficulty

B

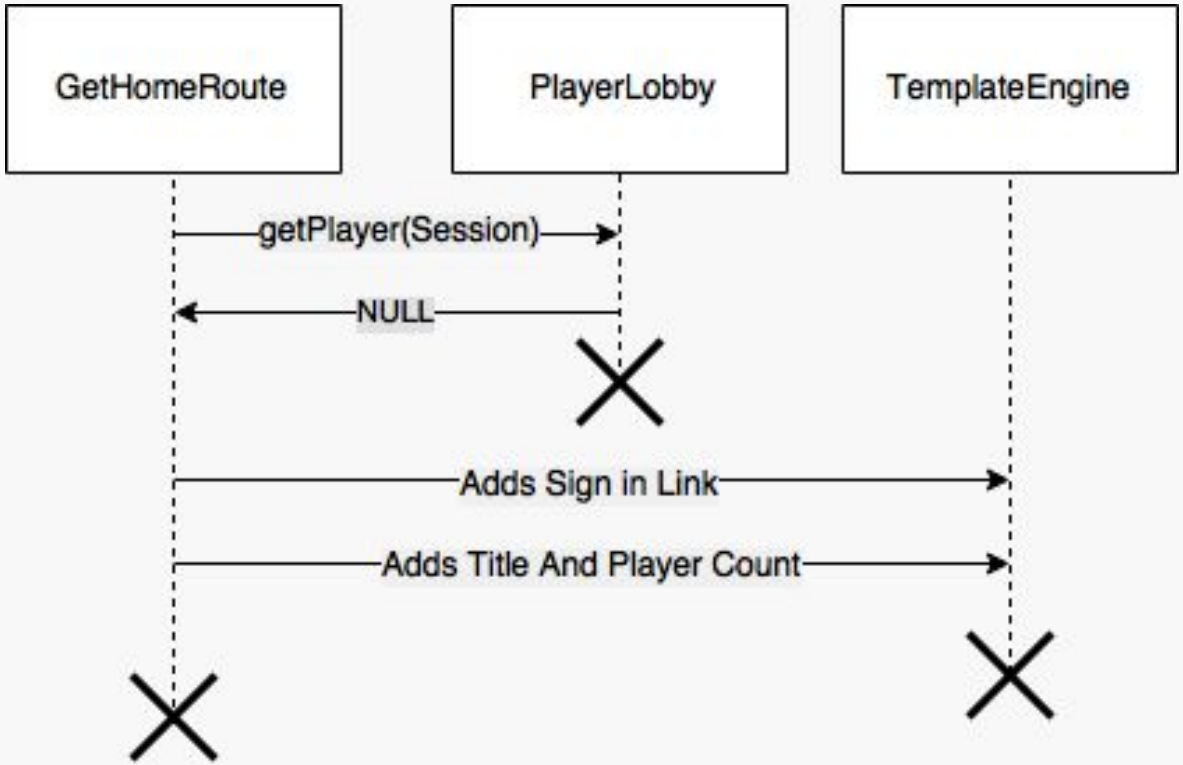
Player Entity And Player

- Why?
  - Player Entity holds what is necessary for both Player and AI
- Responsibilities (Player Entity)
  - Holding the state
    - In game
    - In Lobby
    - Win/ loss
    - Team Color
- Responsibilities (Player)
  - Holding the Session
  - Holding Saved Games



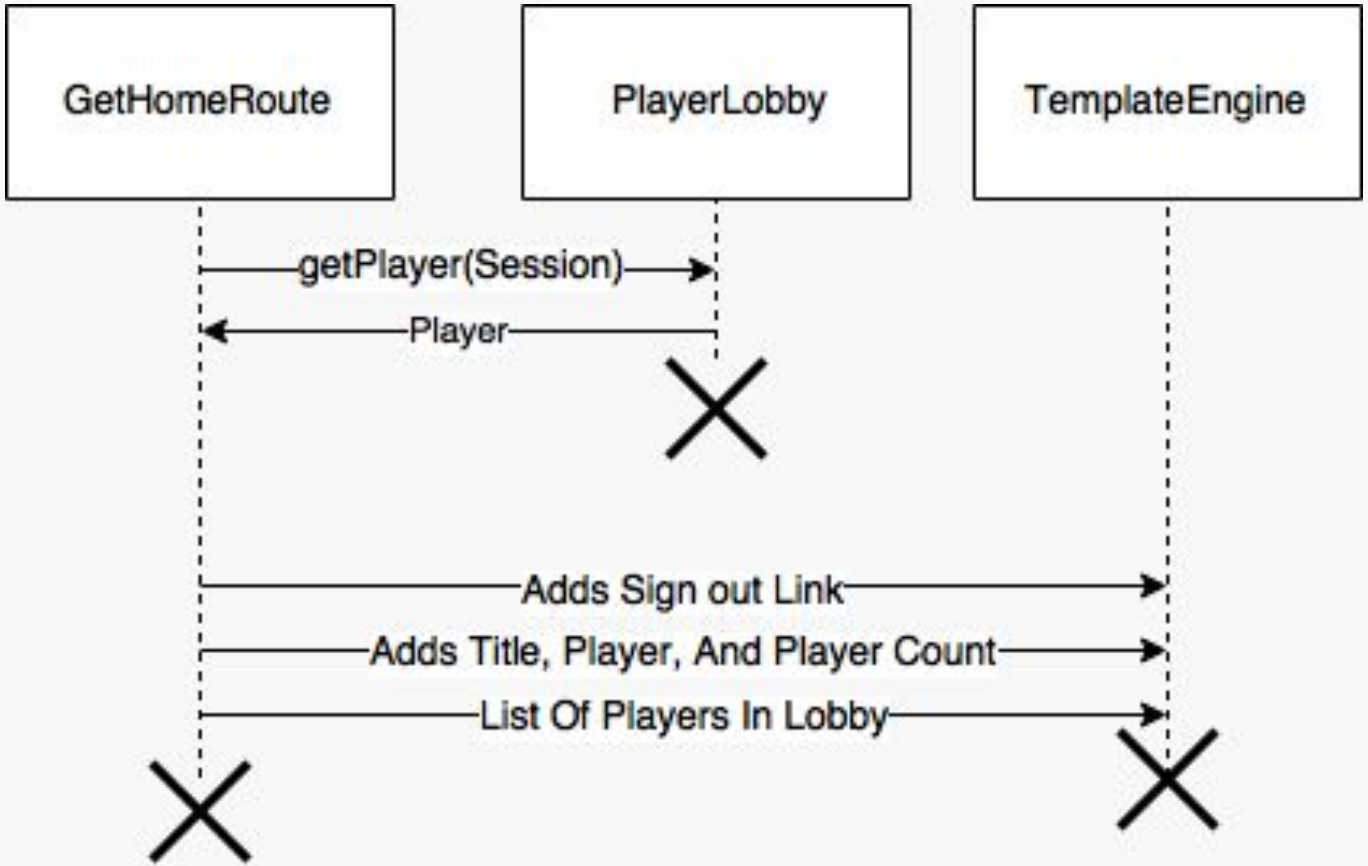
Logging in

User Not Logged In



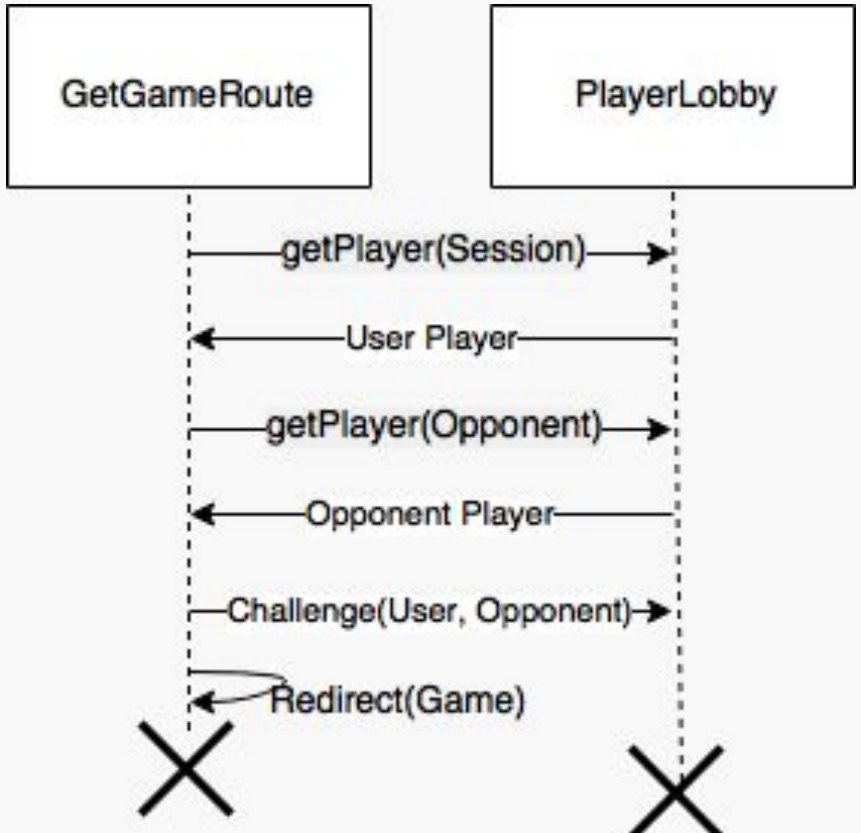
IN_LOBBY
IN_GAME
WON
LOSS

User Is Logged In

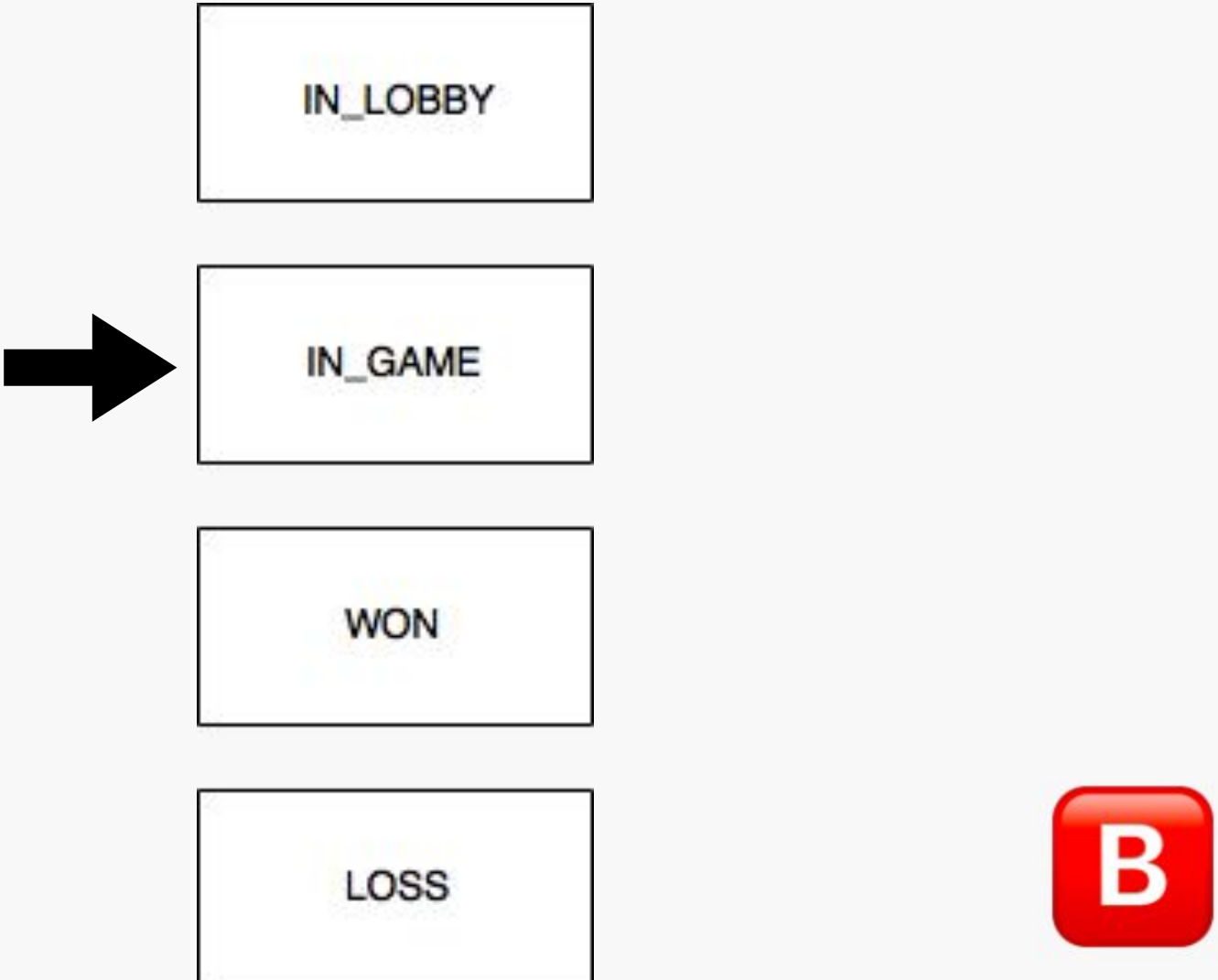


Challenge

Challenger Selects Player

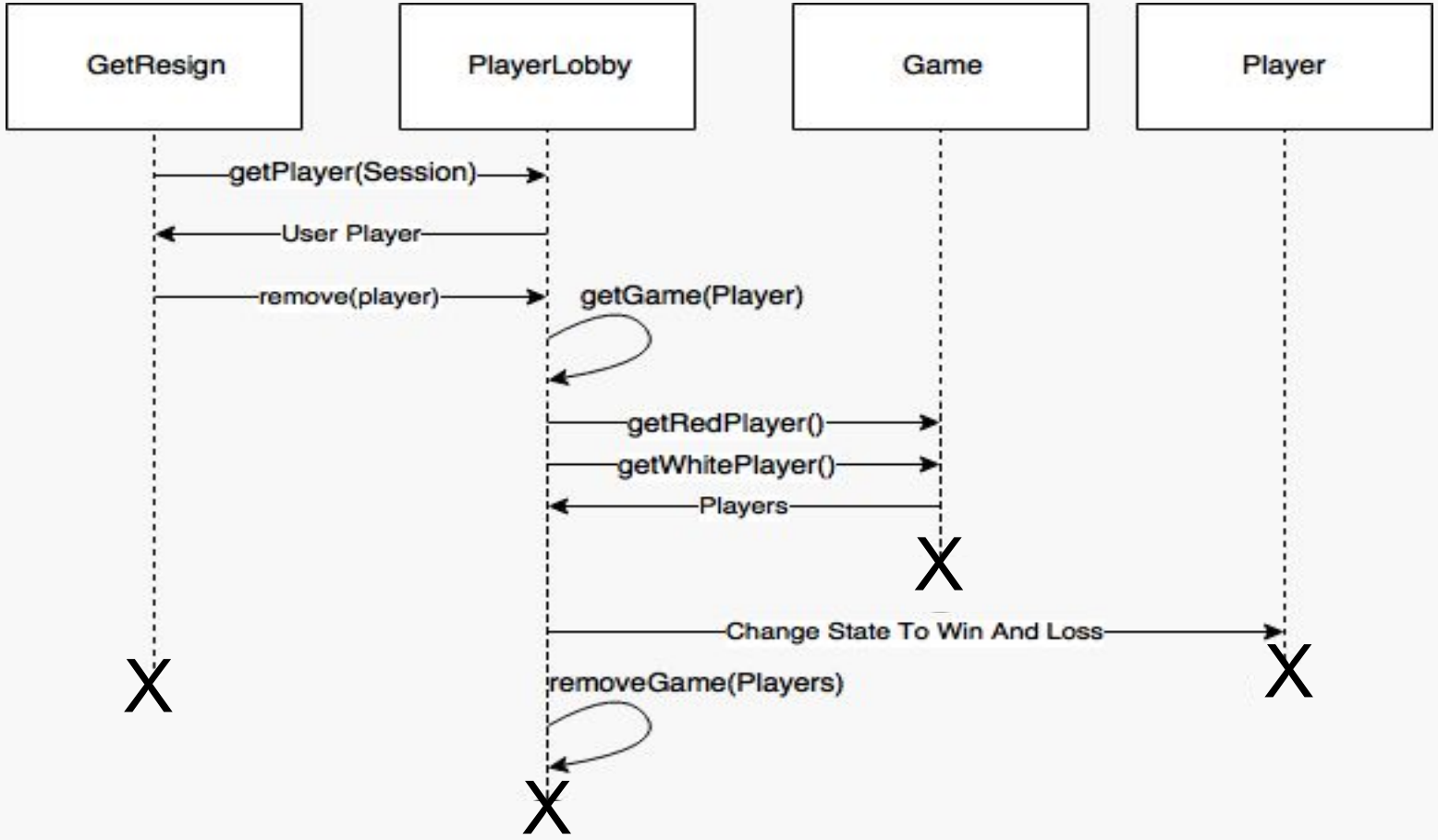


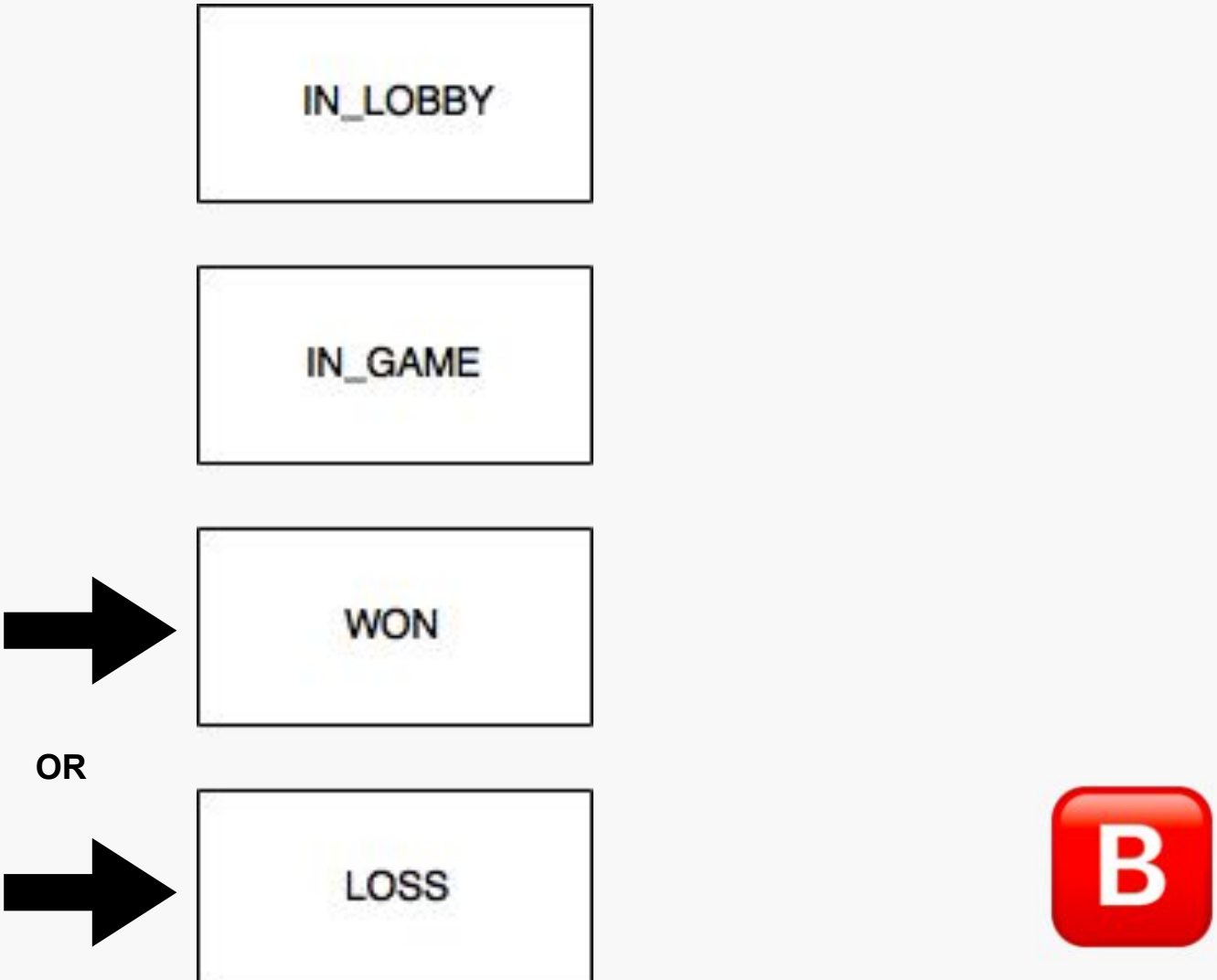
B


IN_LOBBY
IN_GAME
WON
LOSS

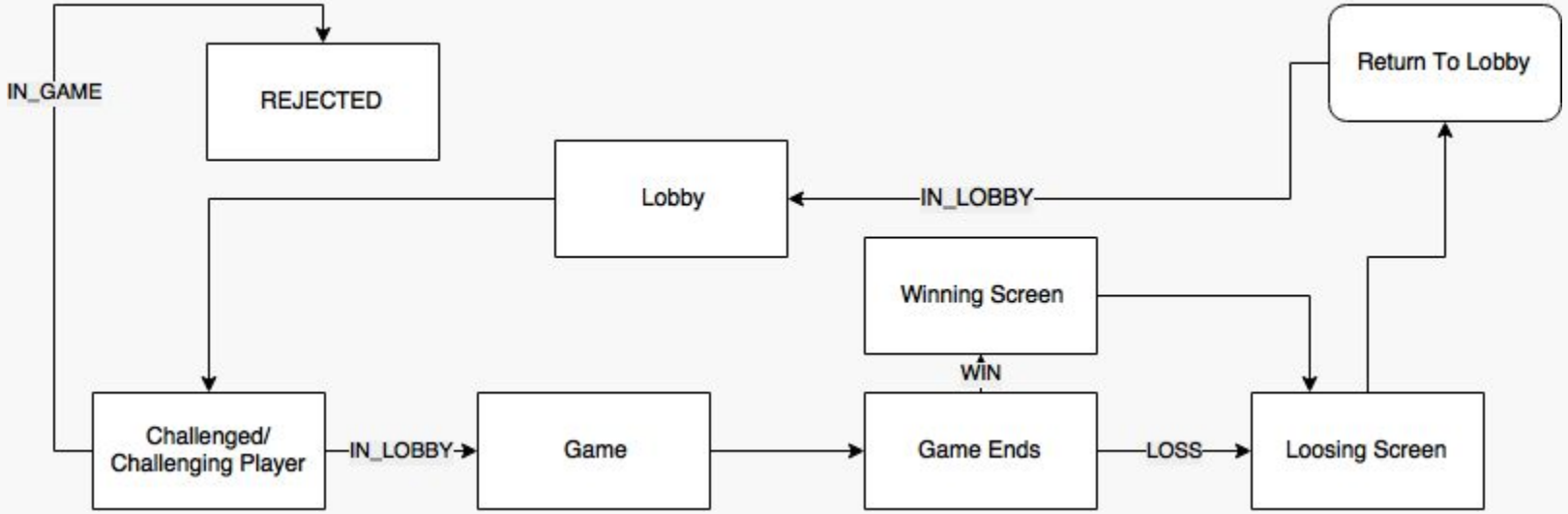
Resignation

Player Resignation




IN_LOBBY
IN_GAME
WON
OR
LOSS

Review


IN_GAME
REJECTED
Return To Lobby
Lobby
IN_LOBBY
Winning Screen
WIN
Challenged/
Challenging Player
IN_LOBBY
Game
Game Ends
LOSS
Loosing Screen

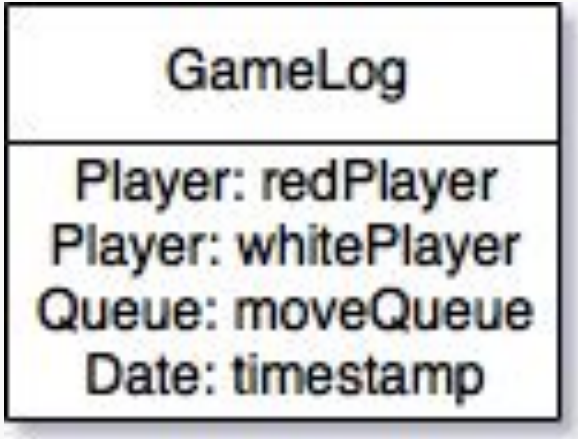
B

Game Saving

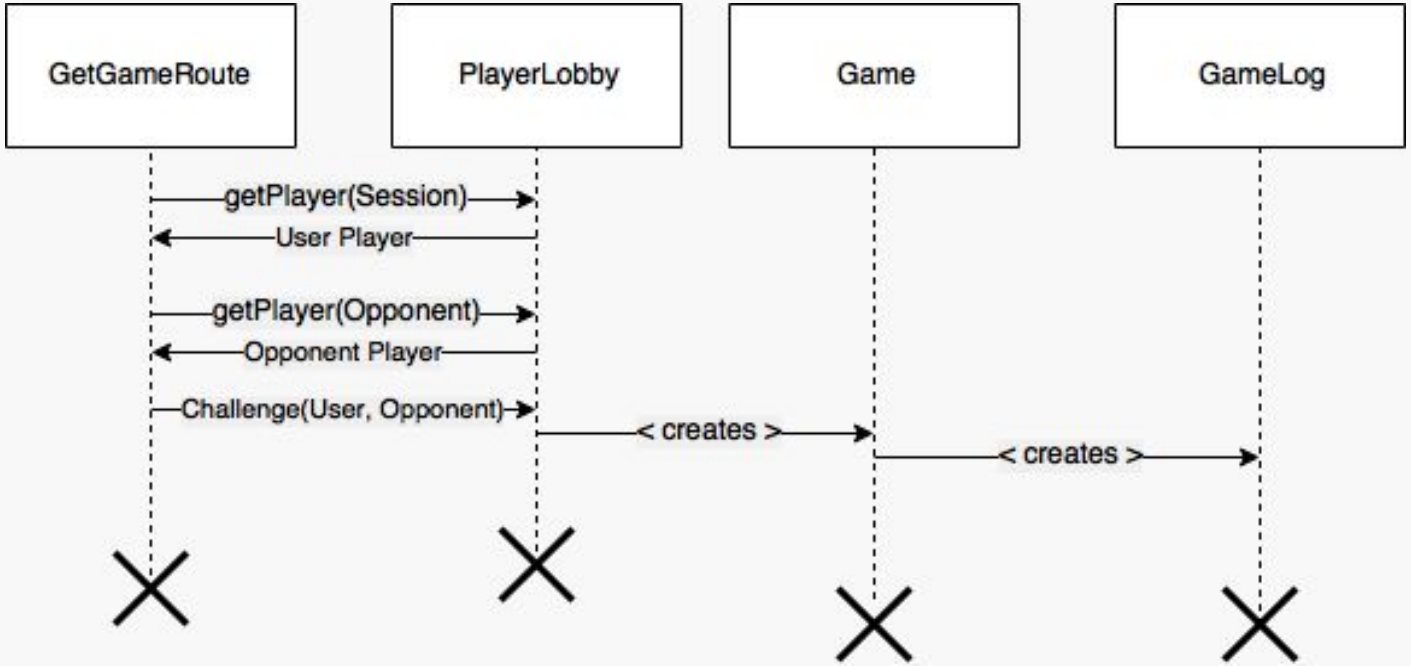
GameLog

- Why?
  - We want our users to be able to watch as they ride to Checker victory

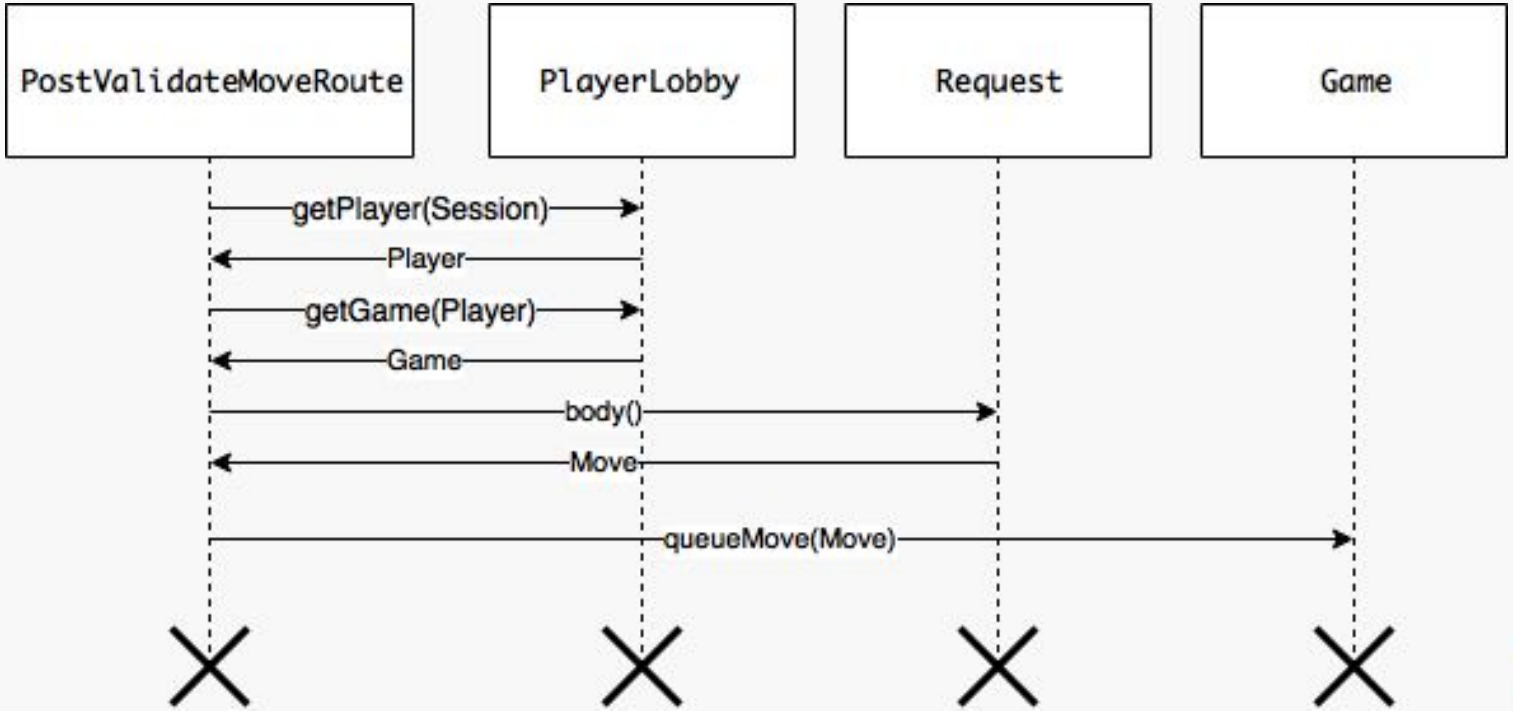
- Responsibilities
  - Save who played which color
  - Save every move that was finalized
  - Save when the game started



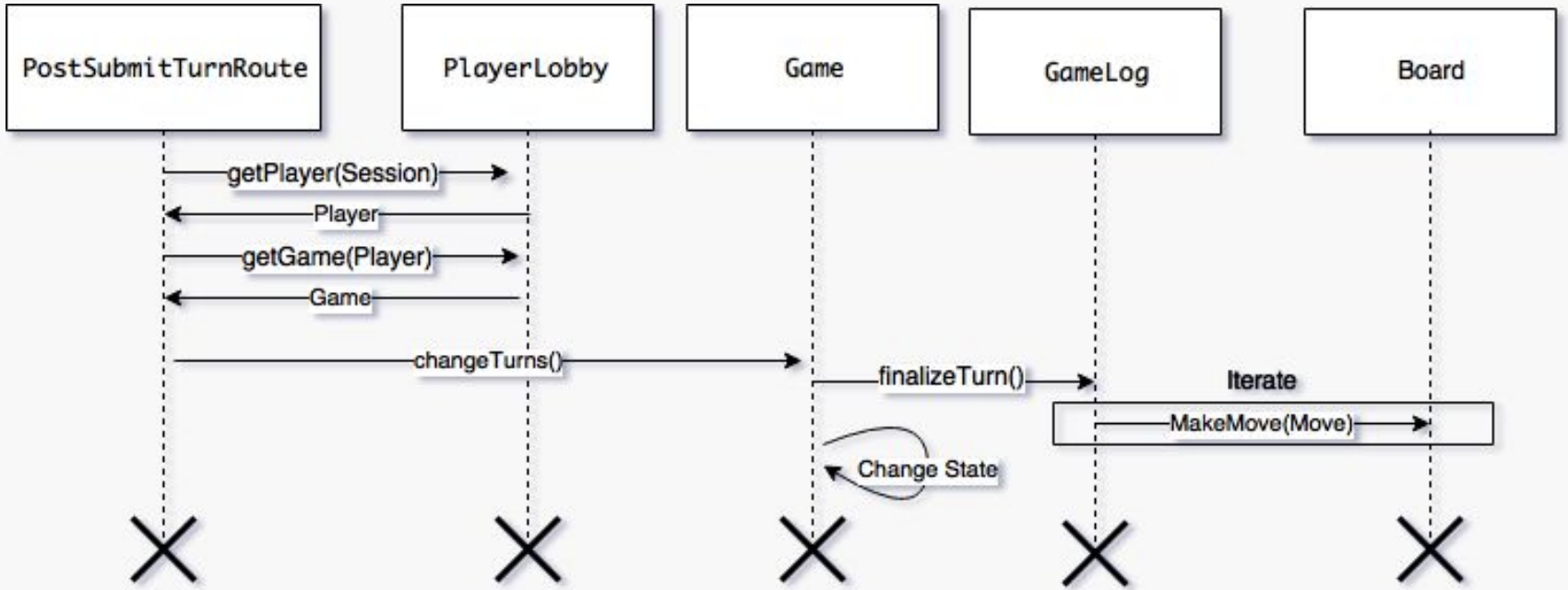
How does GameLog Get Created



To understand Saves you have to understand move



Movement and Saving that movement



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