MARKER PLEASE READ:

TO COMPILE:
***This jar file worked and ran correctly on the Linux machines in the computer science computers at MUN.

To compile (it's the usual way to compile and run in Linux for jar files):
1) Open up the Terminal in Linux
2) Navigate to your folder containing the jar file of our program using cd.
3) Type in: java -jar comp2005-winter20-group2.jar
4) Press Enter. The program should then run.

Source files that the jar file runs on have been included in the src folder in the iteration 2 folder.

Other Notes:
- The professor has seen our updated domain model diagram and liked it.
- The professor has approved our new use case ideas "Choose Board" and "Set up Players".

ChooseBoardGUI: This class will be renamed to a clearer class.

Sequence Diagrams:

In our code, all board and player settings are represented as variables of integers 0 and 1 for now in a class called GameSettings:

int BoardType = 0 represents a Simple Board
int BoardType = 1 represents a Complex Board

int PlayerType = 0 represents a Human Player
int PlayerType = 1 represents a Computer Player

- When comparing the class diagram with the running program, not all of the classes in the class diagram will be present in the actual code, the classes will be implemented when they are of use, further into the development.
- GameSettings Class records user input variables and game configuration
- The load game button is a dummy button - there is no added functionality yet. It will simply open a blank game board.
- When the user is prompted to select a board type, this data is recorded in the GameSettings class and is not yet reflected when the board displays. When the user clicks the "Start" button, it will open to a blank game board.