

MasterMind - projekt z przedmiotu "Technologie Obiektowe"

zespół "Kwadratowe kafelki":

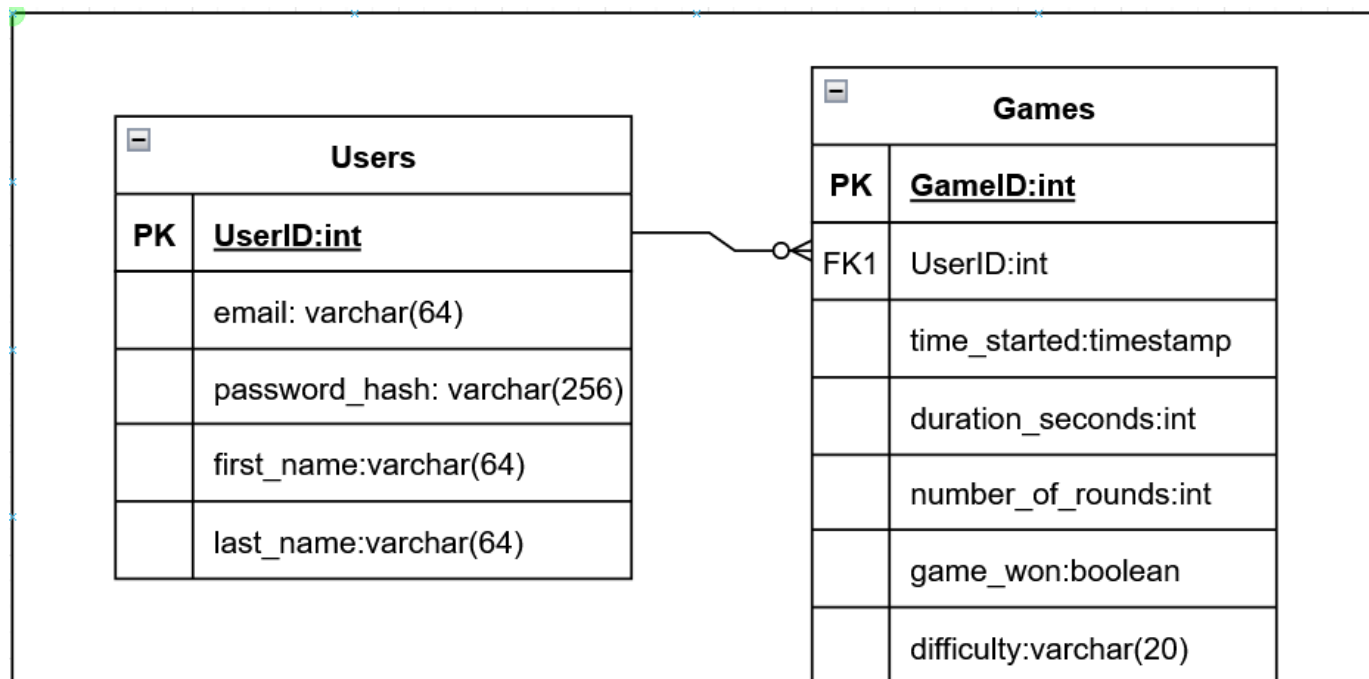
Michał Siedlanowski, Marcin Malcher, Maciej Kazalski, Piotr Makarewicz

1. Cel projektu

Celem projektu jest stworzenie cyfrowej wersji gry MasterMind. Implementacja zostanie oparta o wzorzec Model-View-Controller.

2. Model danych w bazie

2.1. Diagram tabel w bazie



2.2. Przykładowe wartości w tabeli Users

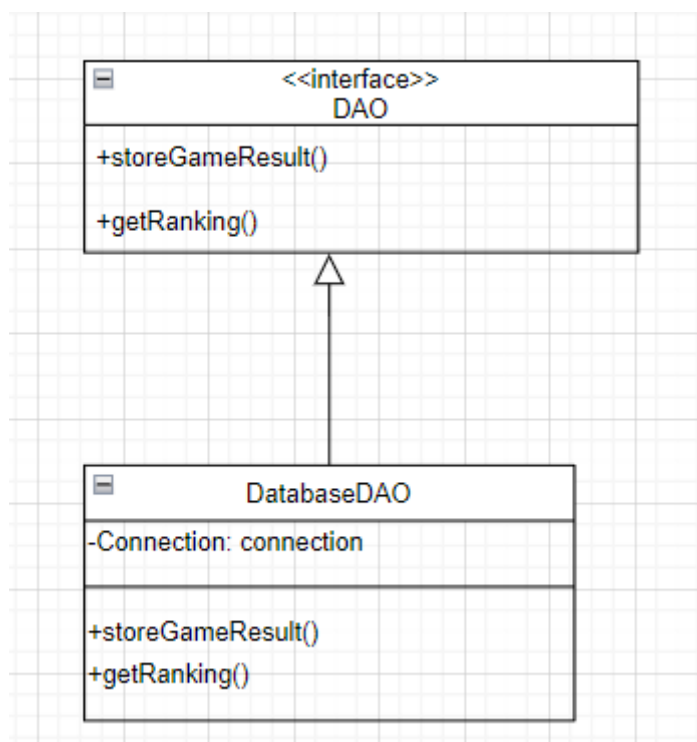
	UserID	first_name	last_name	email_address	password_hash
1	1	Jan	Kowalski	kowalski@no-mail.com	fea56e58a54e854a078a9
2	2	Jerzy	Nowak	jnowak@nn.pl	db77ab1d8d5be5dc789e233ad28b31ff1cdd39d86cf72f188...
3	3	Ernest	Kowal	ekowal@nn.pl	536560b3d5ad122292f52627a1337df5d8f8b8ba55f18cf92...
4	4	Jakub	Nowak	jnowak@nn.pl	c5d500d1b41e2edb3f242d266eea6a13ba13ef8e084bd8456...
5	5	Jerzy	Nowak	jnow2ak@nn.pl	db77ab1d8d5be5dc789e233ad28b31ff1cdd39d86cf72f188...
6	6	Ernest	Kowal	eko2wal@nn.pl	536560b3d5ad122292f52627a1337df5d8f8b8ba55f18cf92...
7	7	Jakub	Nowak	jak2nowak@nn.pl	c5d500d1b41e2edb3f242d266eea6a13ba13ef8e084bd8456...
8	8	Piotr	Makarewicz	pmakarewicz@student.agh.edu.pl	5e884898da28047151d0e56f8dc6292773603d0d6aabbdd62...
9	9	Jerzy	Niemiec	jniemiec@onet.pl	3ef01c000045d624cbc305075169dcaf5517e968e2ddea3a9...
10	10	michał	siedlanowski	michał	311fc486c10a0ca2d9d62debb2b81da04bf423b9e1285fbbd...
11	11	Marcin	Malcher	malcher@student.agh.edu.pl	5e884898da28047151d0e56f8dc6292773603d0d6aabbdd62...
12	12	Maciej	Kazalski	maciek.kazalski@gmail.com	acf1b77aa452b61f4d7609a6ceeab981eaa441fe0c5373732...
13	13	test	test	test	9f86d081884c7d659a2feaa0c55ad015a3bf4f1b2b0b822cd...
14	14	Karol	Gracz	oadsuigadsugiads	d79151926b3bc5dbccffdfef8c46543e2e58e93754da04363d...
15	15	Jan	Kowalski	jkowalski@poczta.pl	986b2931195f9445cb4056b3087902d28f5603b5857ab242e...
16	16	Jan	Kowal	jkowal@poczta.pl	5e884898da28047151d0e56f8dc6292773603d0d6aabbdd62...
17	17	Janko	Walski	ja@nieja.org	8cf2283ad6ef0a3266059b418a73f8479338233ea2c4bcd3c...

2.3. Przykładowe wartości tabeli Games

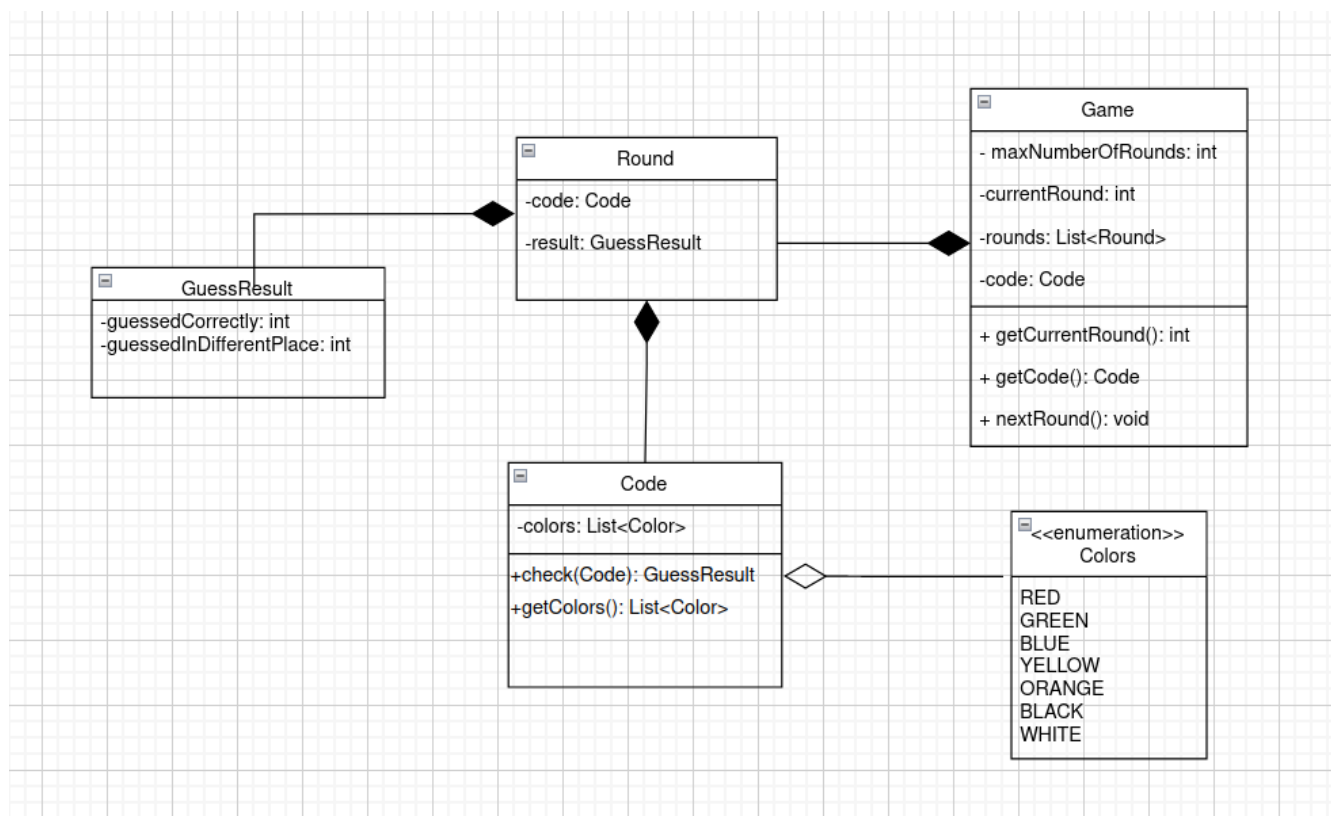
	GameID	UserID	time_started	duration_seconds	number_of_rounds	game_won	difficulty
1	1	11	2021-12-15 23:32:29	<null>	3	1	MEDIUM
2	2	11	2021-12-15 23:34:19	<null>	10	0	EASY
3	3	10	2021-12-15 23:43:00	<null>	1	1	HARD
4	4	10	2021-12-15 23:43:23	<null>	1	1	MEDIUM
5	5	13	2021-12-16 02:13:36	<null>	5	1	EASY
6	6	13	2021-12-16 03:27:15	<null>	1	1	EASY
7	7	11	2021-12-16 11:53:43	<null>	1	1	HARD
8	8	11	2021-12-16 11:53:54	<null>	1	1	HARD
9	9	14	2021-12-19 09:02:23	<null>	3	1	EASY
10	10	14	2021-12-19 09:07:29	<null>	10	0	HARD
11	11	14	2021-12-19 09:08:54	<null>	2	1	EASY
12	12	14	2021-12-19 09:11:40	<null>	5	1	EASY
13	13	14	2021-12-19 09:18:31	<null>	8	1	HARD
14	14	14	2021-12-19 09:19:52	<null>	1	1	HARD
15	15	14	2021-12-19 09:23:02	<null>	4	1	HARD
16	16	14	2021-12-19 09:25:43	<null>	3	1	HARD
17	17	14	2021-12-19 09:27:59	<null>	4	1	HARD
18	18	14	2021-12-19 09:29:46	<null>	10	0	HARD
19	19	14	2021-12-19 09:31:44	<null>	9	1	MEDIUM
20	20	17	2022-01-12 19:41:31	<null>	1	1	EASY

3. Model we wzorcu MVC

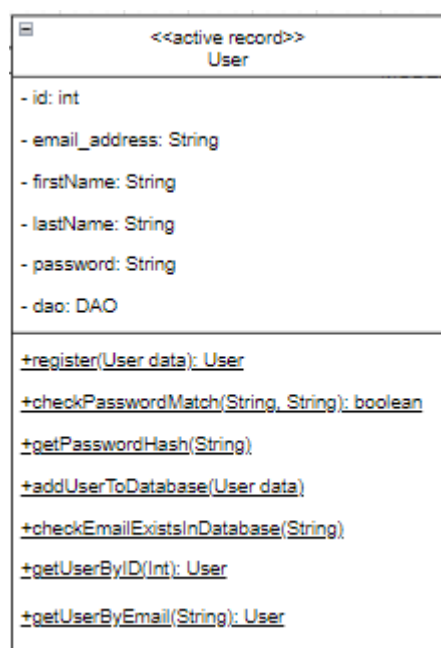
3.1. Pakiet model.dao



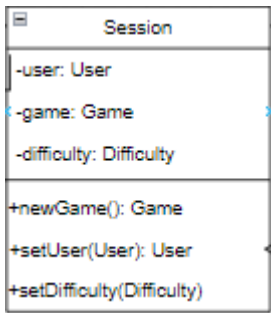
3.2. Pakiet model.game



3.3. Pakiet model.user



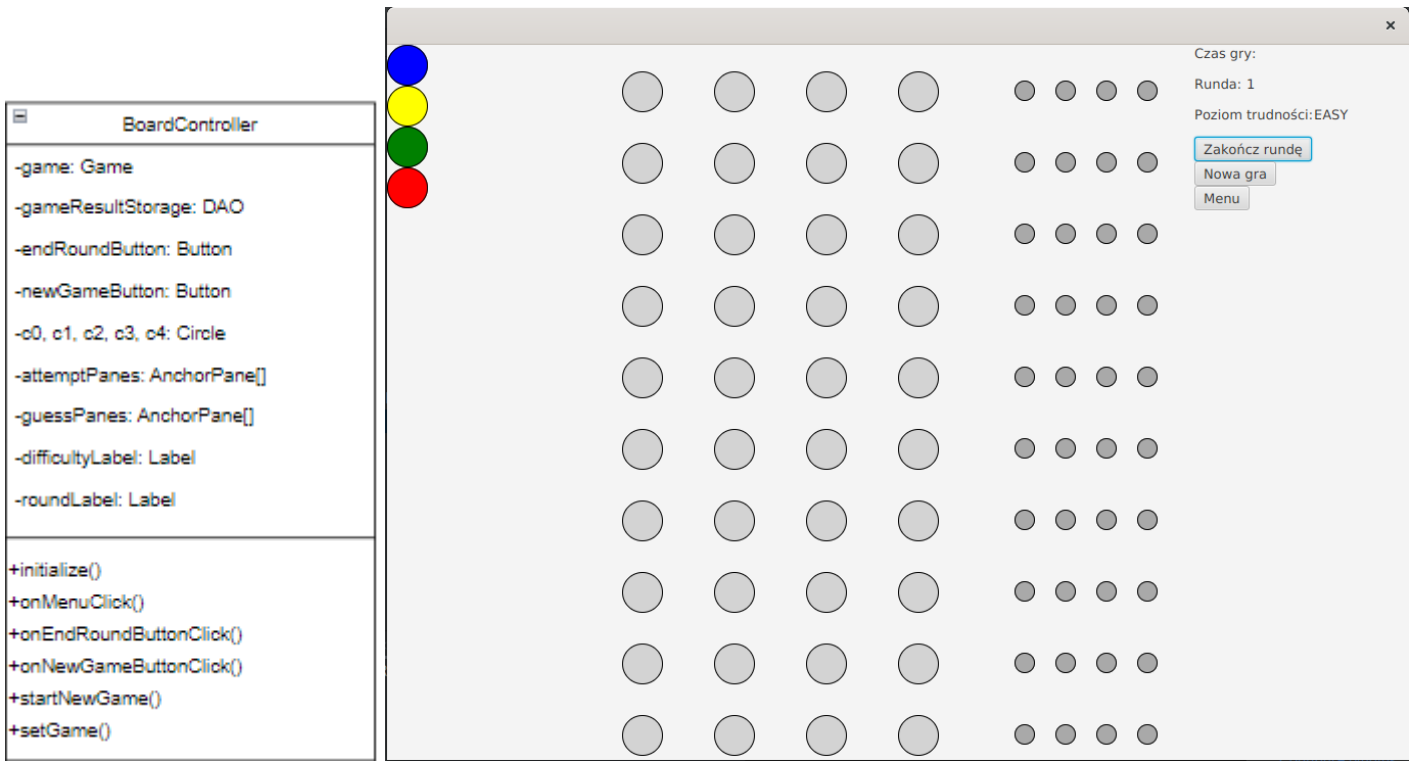
3.4. Pakiet model.session



4. Controller we wzorcu MVC

4.1. Pakiet controller

4.1.1 BoardController



4.1.2 LoginController

LoginController
-emailField: TextField
-passwordField: TextField
+onSignInClick()
+onLoginClick()

✕

MasterMind

Login

Email:

Password:

Register

Log in

4.1.3 RegistrationController

RegistrationController
-emailTextField: TextField
-passwordField: TextField
-firstnameField: TextField
-lastnameField: TextField
+onRegisterClick()
+onReturnClick()

✕

MasterMind

Register

First name:

Last name:

E-mail:

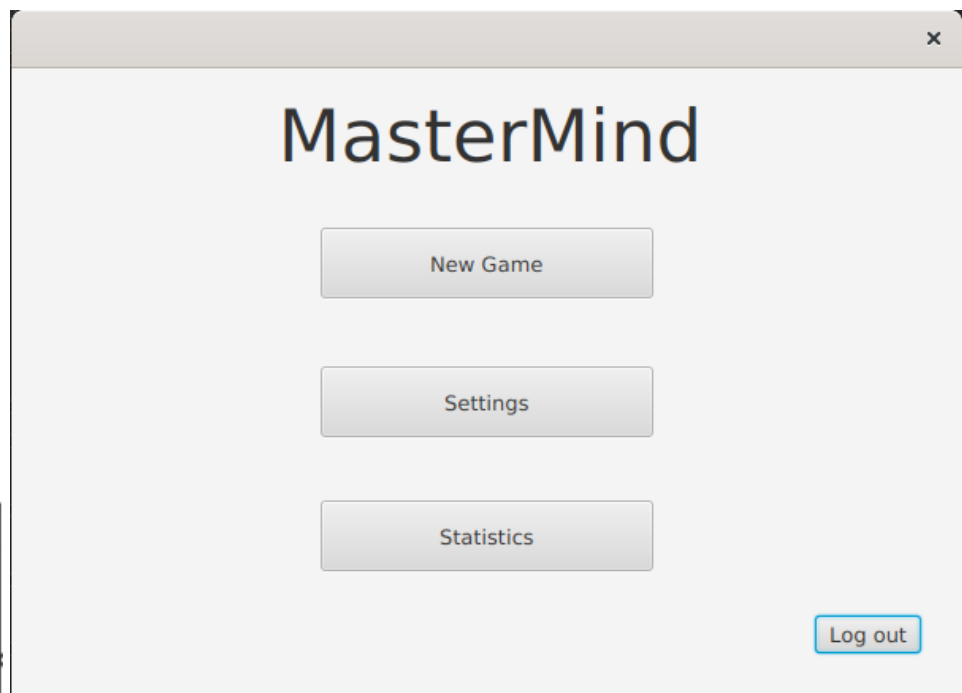
Password:

Login

Register

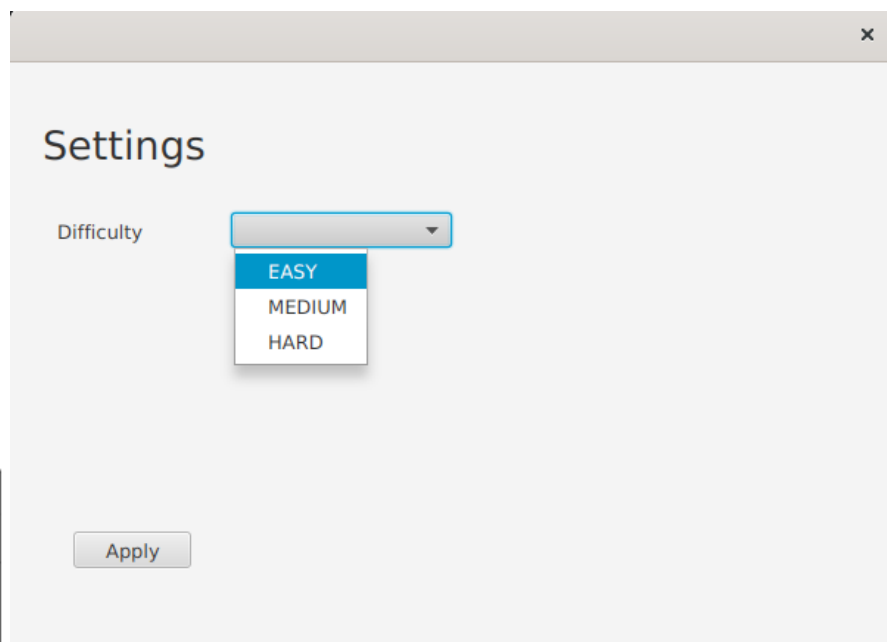
4.1.4 MenuController

MenuController
+onNewGameClick() +onSettingsClick() +onStatsClick() +onLogoutClick()




4.1.5 SettingsController

SettingsController
-difficulty: ChoiceBox<Difficulty>
+initialize() +onApplyClick()



4.1.5 StatsController

	StatsController
<div>-rankingLabel: Label</div> <div>-gameResultStorage: DAO</div> <div>-difficulty: ChoiceBox<Difficulty></div>	
<div>+onApplyClick()</div> <div>+onReturnClick()</div>	

Ranking

Difficulty:

MEDIUM

Apply

1. USERNAME: michal siedlanowski WINS: 1

2. USERNAME: Marcin Malcher WINS: 1

3. USERNAME: Karol Gracz WINS: 1

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