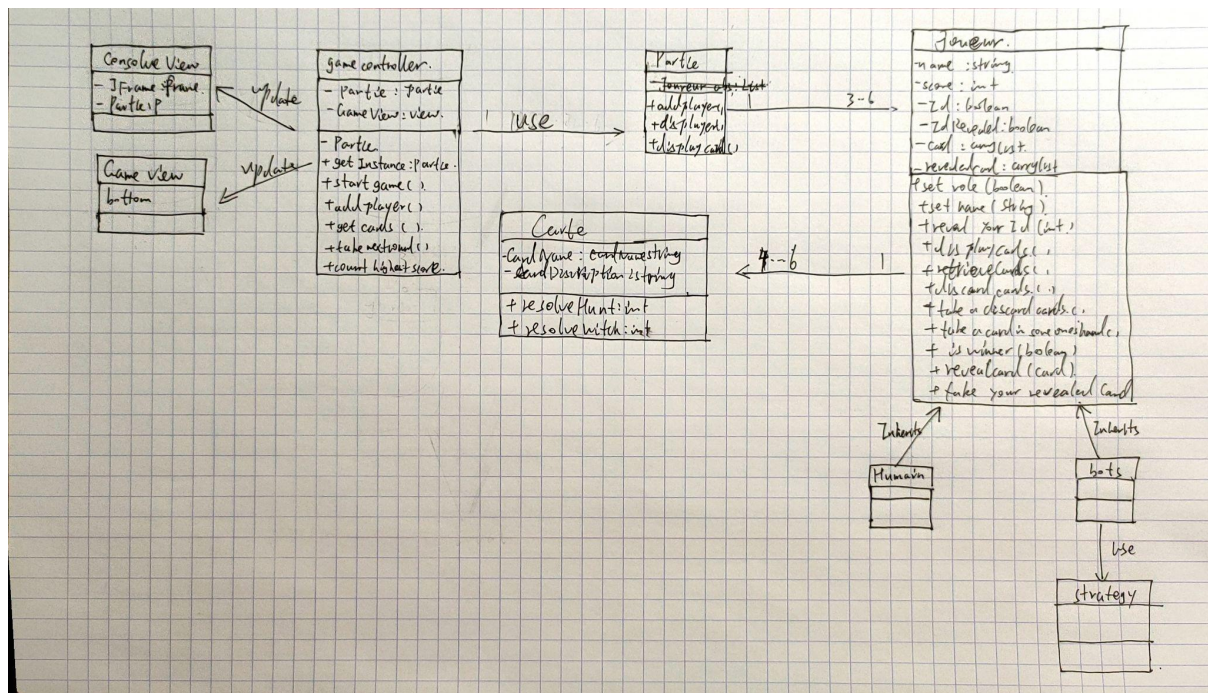
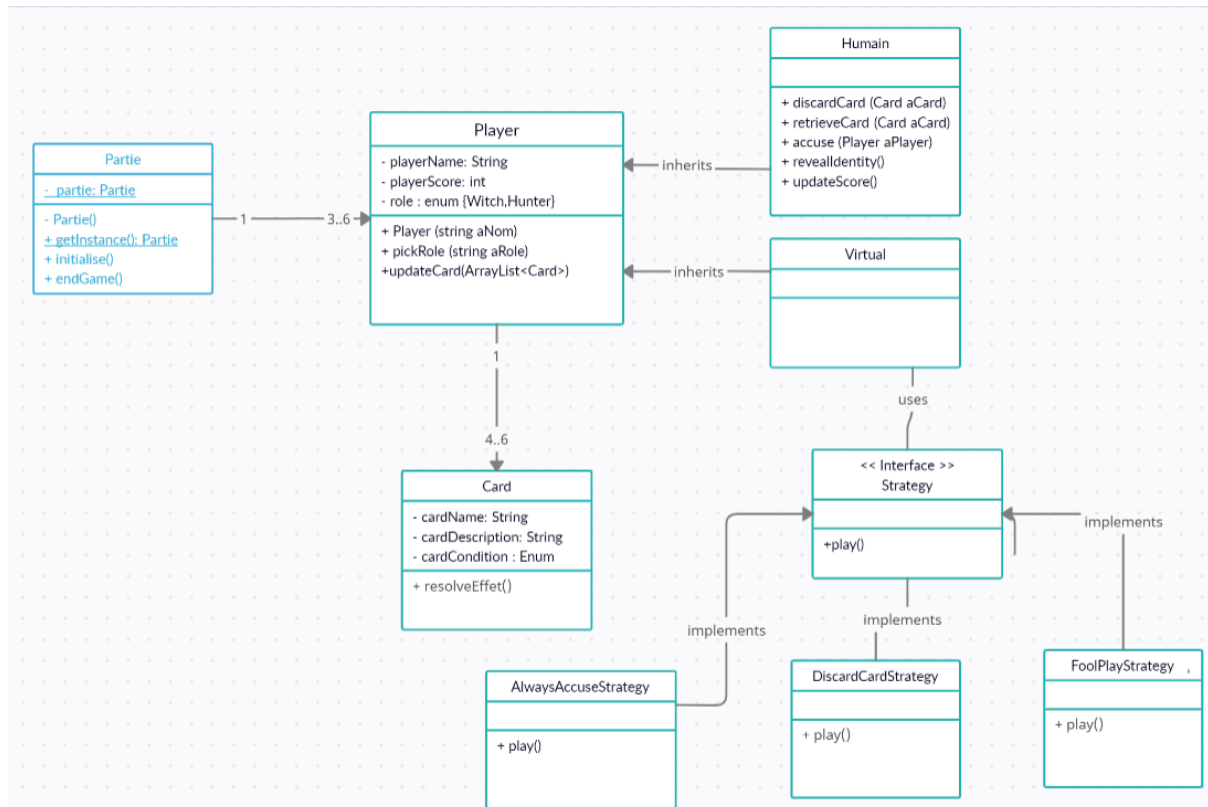


LO02- WITCH HUNT

Class diagram



- Implementation of MVC design pattern

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- Code refactoring
- Development of functions mainly in class Partie (to coordinate the game and handle player switching based on received response) and class Carte (to resolve different effects and conditions of cards)

Current state of the application

Player

Fonctions	Comments
Initialise a game	Working Players can enter their name and choose their roles based on their cards. 12 cards are distributed according to the number of players.
Play a round	Working If a player takes the turn, he can decide to either accuse someone or play the hunt effect of his card.
Respond to accusation	Working An accused player can decide either to reveal his identity or play the witch effect of his card.
Retrieve or discard a card	Working
Choose next player	Working
Reveal identity	Working

System

Fonctions	Comments
Concurrent view	Not working
Virtual player (bot)	Exist but not being implemented
Scoring	Working but not using visitor design pattern
Check conditions of card before using	Mostly working Players are required to rechoose a card
Graphic interface	Mostly working but could be blocked by index out of bounds error

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