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Assignment 2 Final

Report- Coupling and Cohesion

The only thing our main function does is run a new Deadwood game with the specified amount of players. If incorrect amount is specified, invalidPlayerException is called.

Within our Board, players are initialized. Wallet is also called in this file.
(Logical Cohesion)

Wallet does not directly depend on any other files
Scene does not directly depend on any other files.
Roll does not directly depend on any other files.
(Functional Cohesion)

Player depends on Roll, Wallet, Location, userInput, CastingOffice, Work. Since this class depends on all these other files, there is high cohesion here.
(Procedural Cohesion)

Work does not depend on other files. MainRole extends Work as a subclass. ExtraRole extends Work.
(Logical Cohesion)

GameTiles requires SceneDeck. SceneDeck requires Scene, it is a linked list of scenes.
(Logical Cohesion)