# SCREW YOUR NEIGHBOR

Report for Milestone 3 of Sopra FS22, Group 36



Figure 1: cover (source B. Furrer)

**Members**

Carmen Kirchdorfer (20-720-132)
Salome Wildermuth (10-289-544)
Beat Furrer, group leader (07-542-392) Lucius Bachmann (11-060-274)
Moris Camporesi (19-764-349)
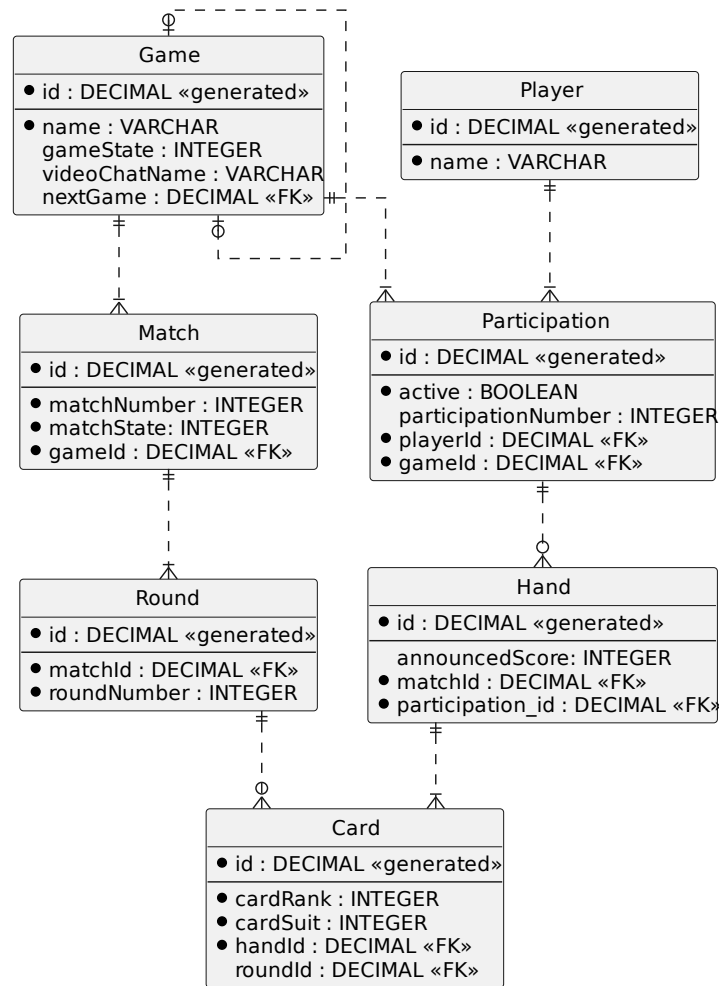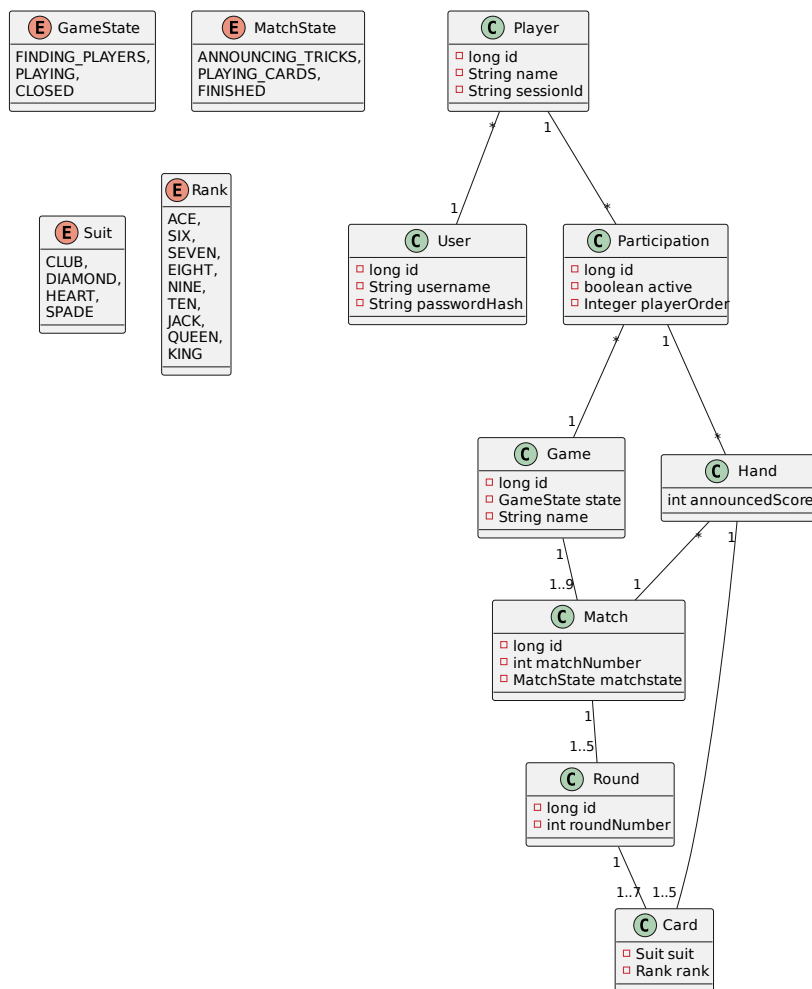
# Diagrams

## Database Schema



Figure 2: db_schema

## Class Diagram

The class diagram that we handed in for M2 was quite sparse what was pointed out in the feedback. It has grown significantly (and also changed a bit) meanwhile the development process and because we use it permanently as a basis for our common understanding, we decided to hand in the extended version again with the report for M3.

**E GameState**
FINDING_PLAYERS,
PLAYING,
CLOSED

**E MatchState**
ANNOUNCING_TRICKS,
PLAYING_CARDS,
FINISHED

**C Player**
☐ long id
☐ String name
☐ String sessionId

**E Rank**
ACE,
SIX,
SEVEN,
EIGHT,
NINE,
TEN,
JACK,
QUEEN,
KING

**E Suit**
CLUB,
DIAMOND,
HEART,
SPADE

**C User**
☐ long id
☐ String username
☐ String passwordHash

**C Participation**
☐ long id
☐ boolean active
☐ Integer playerOrder

**C Game**
☐ long id
☐ GameState state
☐ String name

**C Hand**
int announcedScore

**C Match**
☐ long id
☐ int matchNumber
☐ MatchState matchstate

**C Round**
☐ long id
☐ int roundNumber

**C Card**
☐ Suit suit
☐ Rank rank

## UI Screenshots

## Tests

### Complex unittest

Vorschlag 1: the_first_player_must_play_a_card_when_round_starts in HandTurnActiveTest Vorschlag 2: get_multiple_trick_winner_test in RoundTest

### Integrationtest

Vorschlag: play_last_card_new_round_new_match in CardEventHandlerTest

### REST interface test

Vorschlag: change_gameState_to_playing in GameIntegrationTest