

# SCREW YOUR NEIGHBOR

Report for Milestone 3 of Sopra FS22, Group 36



Figure 1: cover (source B. Furrer)

## Members

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## Diagrams

### Database Schema

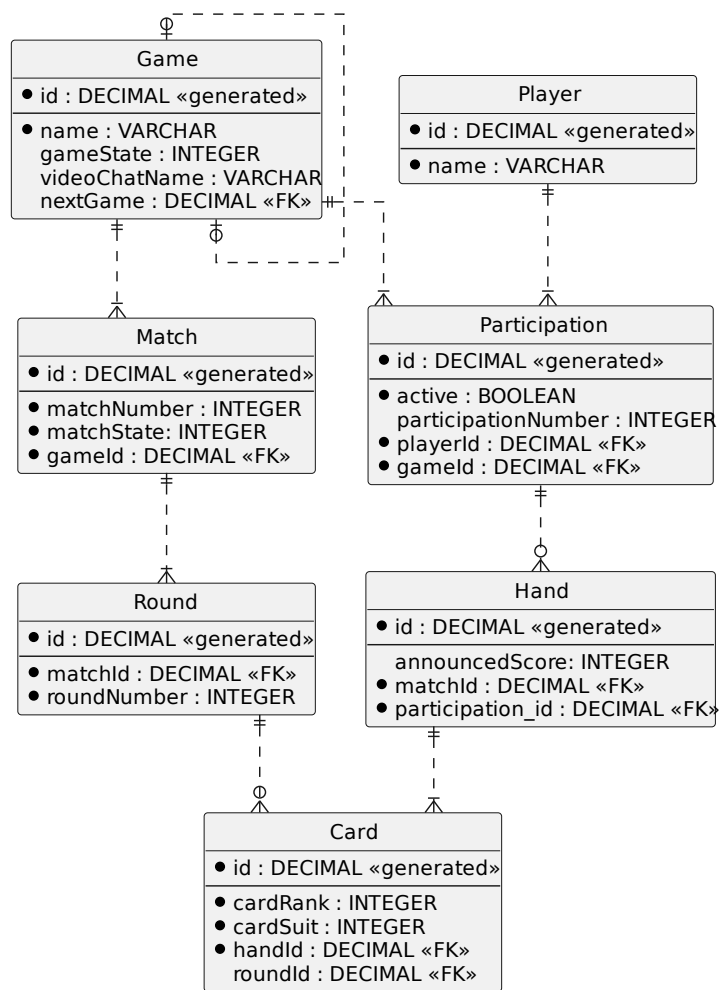
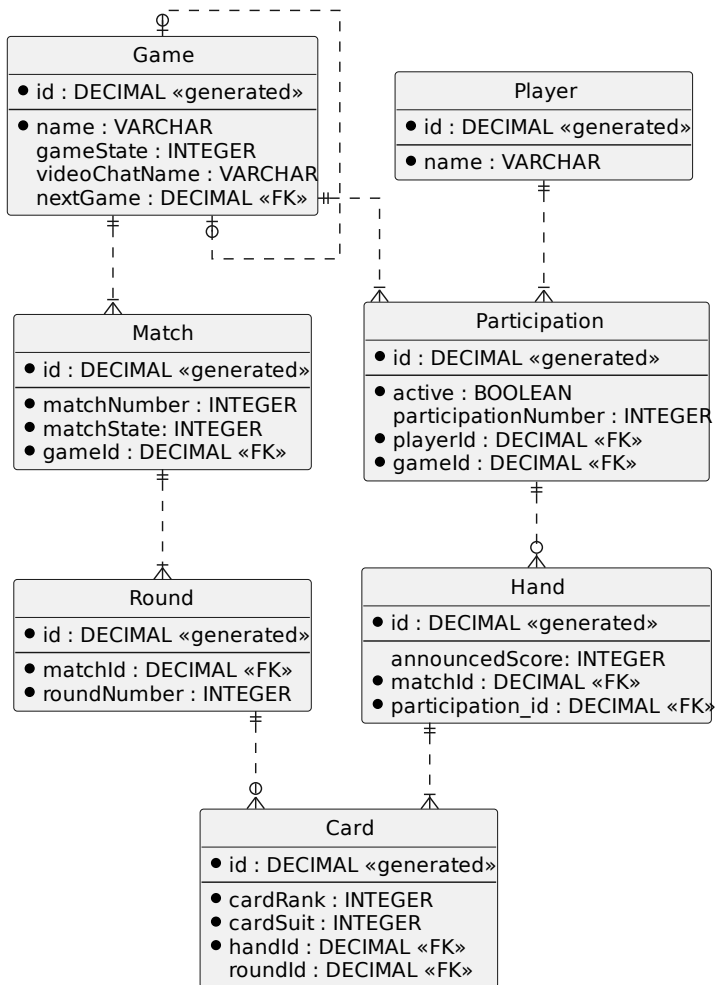


Figure 2: db\_schema

### 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.



## 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`