

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

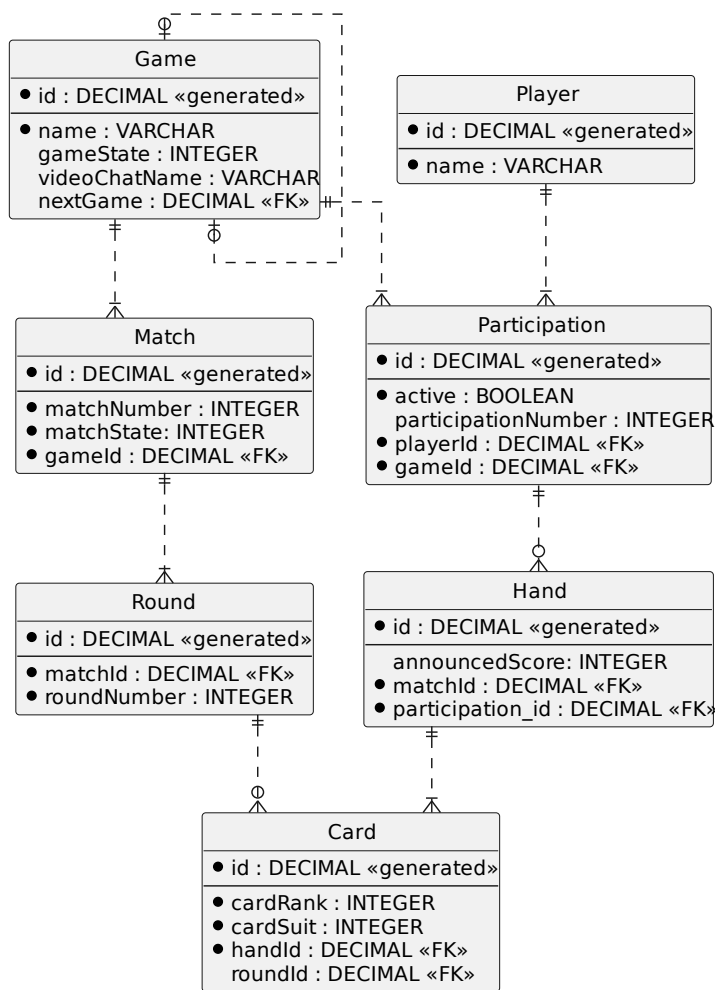
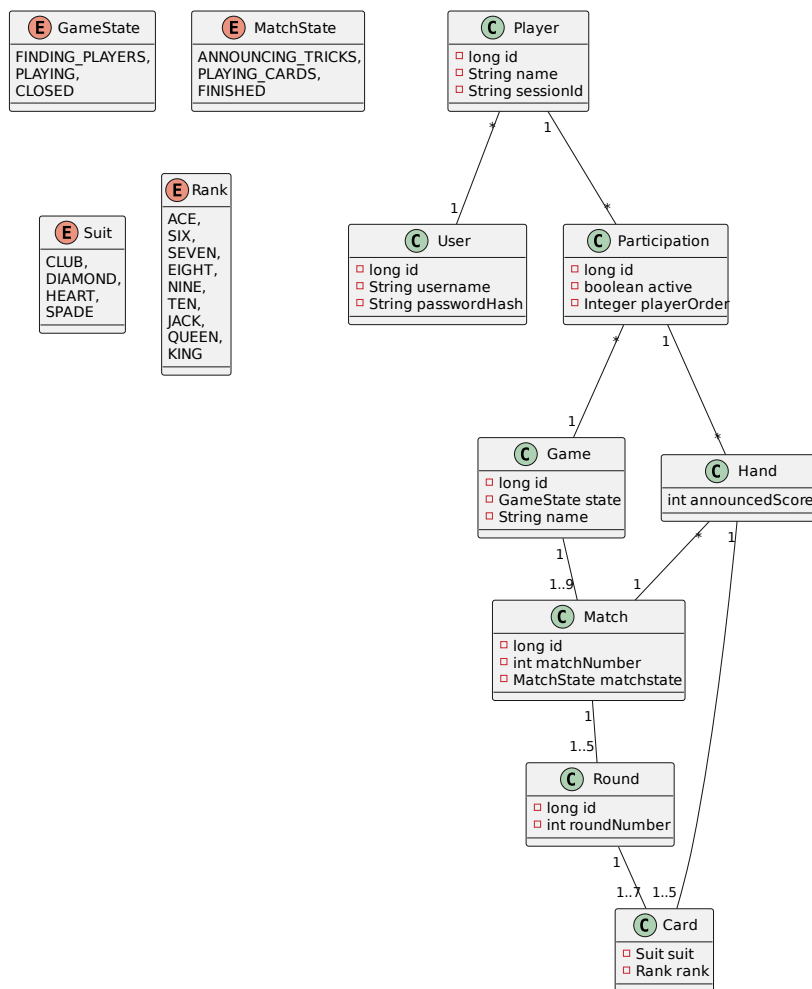


Figure 2: db_schema

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