Sequence diagrams and controller descriptions

ECSE 223

Group 18

Delivrable Part 4

The primary change that will occur in all sequence diagrams is the addition of the StateController class which accesses the current controller method of the current game, and would define the inactivity period of actions cards inputted by the game designer. The state machine will keep track of the turnUntilActive attribute of the action card and relay that information to the ActionTile class.

For the Lose Turn Action Card, the State Machine would behave in the same way as described previously and will set the current players inactivityPeriod to 1, the duration of the next turn.

In the start game sequence diagram, the State Controller would take all instances of the player and set their inactivity period de 0, making them active and able to take turn using the takeTurn() method.

The take a turn mechanic makes use of the inactivity period in order to keep track of the active / inactive action tile, at then end of a turn where all active players will have played, the state machine will iterate back to its “base” state and repeat until the end of the game.

PlayController Description

When you continue a game => do currentGame() = selected game (from the UI) and initialize it

The play controller should have the game instance selected. From that game instance, the play controller can access all the other parameters not limited to, but including the current players, cards, tiles, and connections.

The design controller doesn’t need a constructor since we are creating a game.