

Software-Ontwerp

Iteratie 2

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KU Leuven

March 19, 2013

Inhoud

1 Inleiding

- Rolverdeling
- Werkverdeling

2 Het ontwerp

- MVC
- Grid
- Obstacles

3 System State Diagrams

- Start New Game
- Move
- Pick Up Item
- Use Item
- End Turn

4 Slot

Inleiding

Thema's die aan bod komen:

- Ontwerp van MVC.
- GRASP en design patterns.
- System Sequence Diagram.
- Test cases (iteratie 3).

Rolverdeling

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Rolverdeling

Iteratie 2:

- Lead Designer: Dieter Castel
- Lead Tester: Vincent Reniers

Iteratie 3:

- Lead Designer: Jonas Devlieghere
- Lead Tester: Stefan Pante
- Domain Modeler: Vincent Reniers

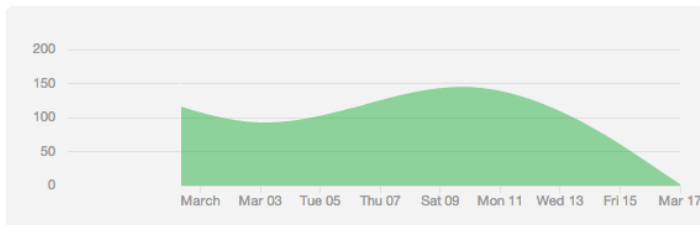
Werkverdeling

Iteratie 2: 1 maart - 15 maart

February 10th 2013 - March 17th 2013

Commits to master, excluding merge commits

Contribution Type: **Commits** ▼

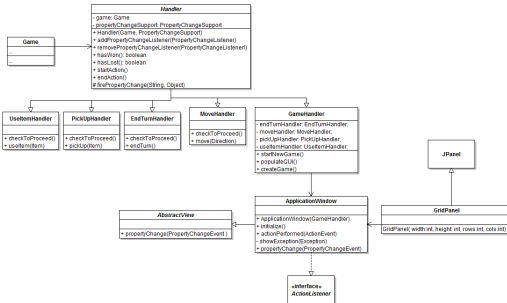


Uren gepresteerd: 45 uur per persoon.

MVC



Handlers and view



Handlers and view

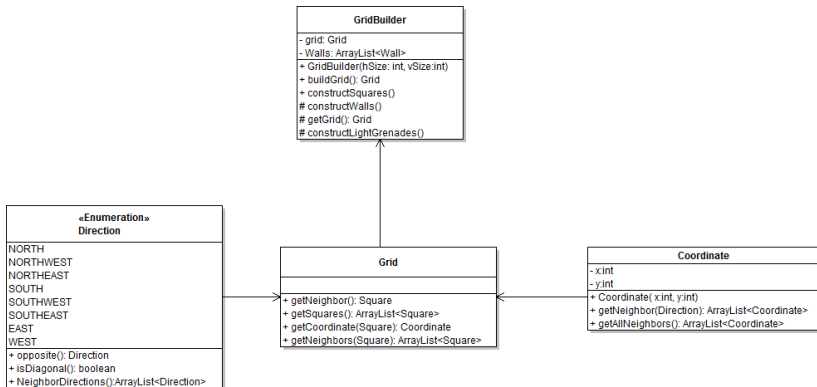
MVA (Model-View-Adapter)

- Model en View communiceren niet rechtstreeks
- Handlers zijn **mediating controllers**
- *ApplicationWindow* implementeert *PropertyChangeListener*

Handlers

- Handler voor elke Use-Case
- Geen GUI controller meer

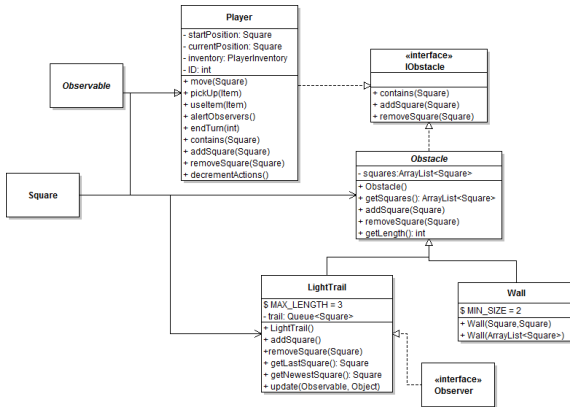
Grid



Obstacle

- Interface *IObstacle*
 - Abstracte klasse *Obstacle* implementeert *IObstacle*
 - *LightTrail* implementeert *Obstacle*
 - *Wall* implementeert *Obstacle*
 - *Player* implementeert *IObstacle*
 - *Square* kan *Obstacle* bevatten
- LightTrail implementeert de *Observer* interface.

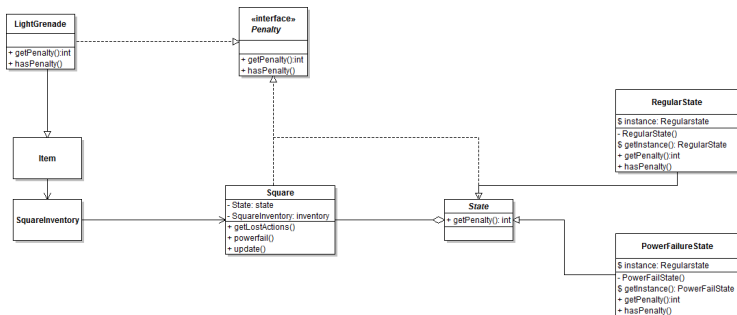
Obstacle



States and Penalty

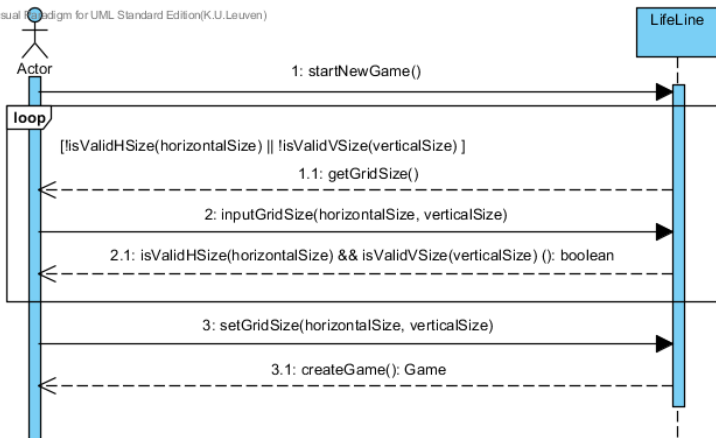
- State Pattern
 - Square heeft meerdere toestanden: *RegularState*, *PowerFailureState*
 - Square zorgt voor overgang van staat
- Chain of Responsibility (Command)
 - State bepaalt eigen penalty
 - LightGrenade bepaalt eigen penalty
 - Square is eigenaar van concept penalty

States and Penalty

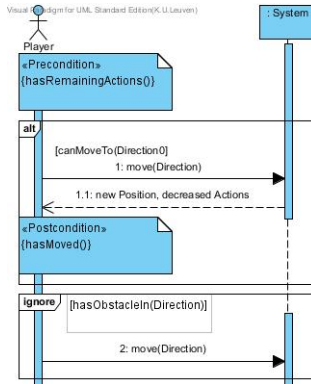


Start New Game

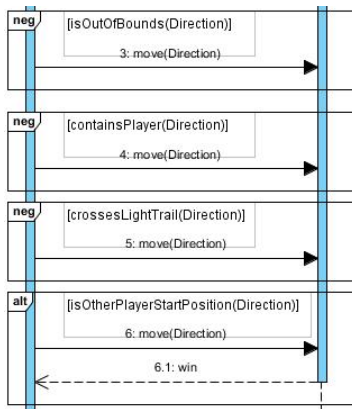
Visual Paradigm for UML Standard Edition(K.U.Leuven)



Move deel 1

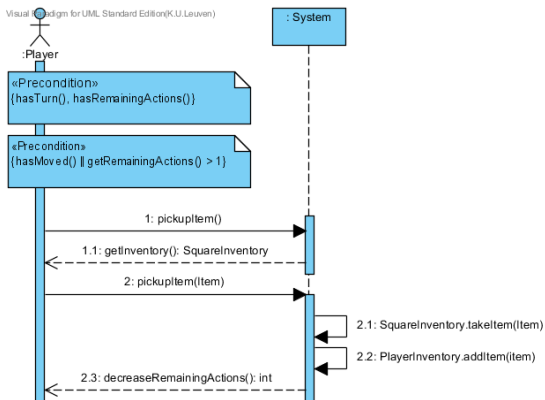


Move deel 2

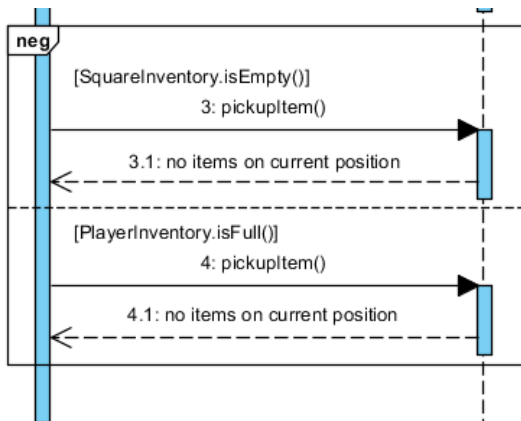


Pick Up Item

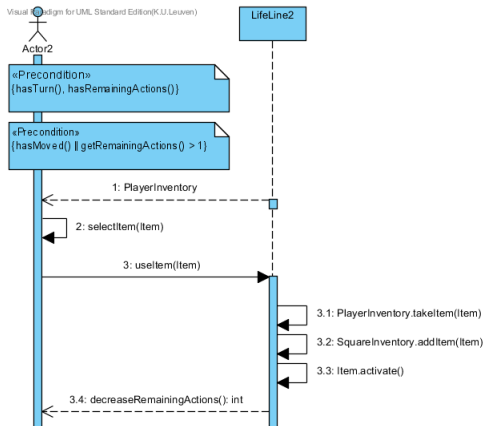
Pick Up Item deel 1



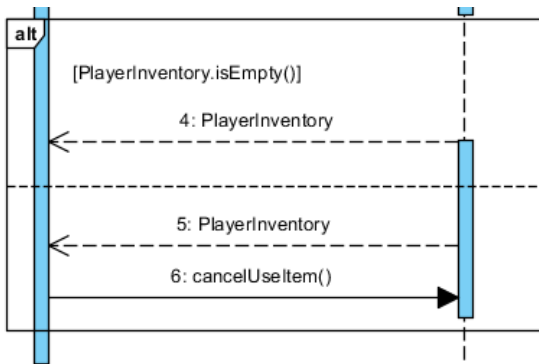
Pick Up Item deel 2



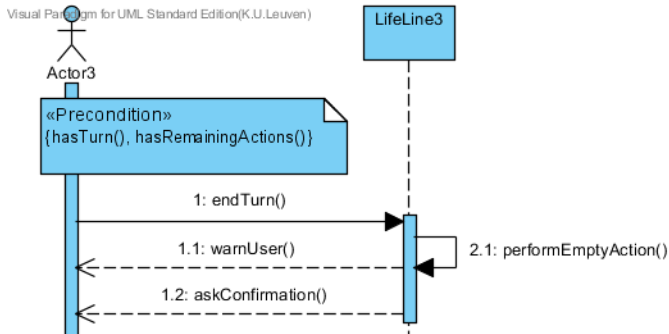
Use Item deel 1



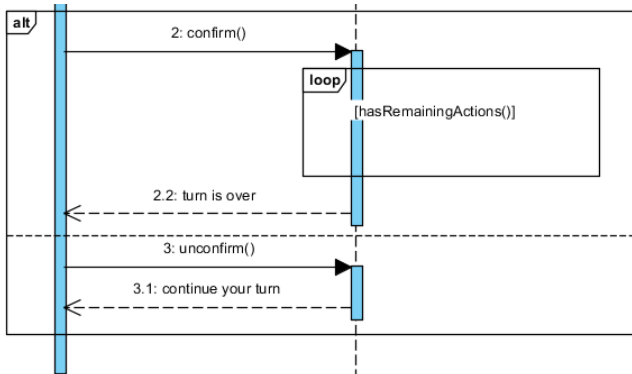
Use Item deel 2



End Turn deel 1



End Turn deel 2



Besluit

Bedankt voor uw aandacht.