Advanced Programming AssEx Wesley Scott 2460681S

Checkers Game Design Specification

Server.java:

* Should allow for 2 clients
* Server has its own instance of data model (contains the runtime logic, maintains that data is coherent between clients)
* Sends data allowing clients to update to current game state and view state when not their turn

Client.java:

* Controller class:
* Capture user input events via listeners, provide server with user actions to update data model.
* An instance per user, sends user input to server to update data.
* Draws game board to each user using server data model

Data model:

* Contain data structures and algorithms for use in a server instance, serves both clients.
* Should contain all necessary logic for a full playthrough.
* Ideally separate from Swing code, however, may be intertwined due to the need to update views on both ends, redrawing on updates.

View classes:

* Contain all swing elements, can be combined into Client class. See below initial design for UI:

A screenshot of a cell phone

Description automatically generated

Development note: Due to ease, used MouseListener rather than input boxes for integer coordinates. This allows for a far better user experience, as well as being easier to implement. See below for swing development screenshots: