Advanced Programming AssEx Wesley Scott 2460681S

Checkers Game Design Specification

Model classes:

Contain data structures and algorithms for use in a server instance, serves both clients. Should contain all necessary logic for a full playthrough. Fully separate from Swing code.

View classes:

Contain all swing elements. See below initial design for UI:

A screenshot of a cell phone

Description automatically generated

Note: attempt to flip the view for each user so that their pieces are at the bottom of the board.

Controller class:

Capture user input events via listeners, provide server with user actions to update data model.

Server.java:

* + Should allow for 2 clients only
  + Server has its own instance of model classes (contains the runtime logic, maintains that data is coherent between clients)
  + Sends data allowing clients to update to current game state and view state

Client.java:

* + Instance per user, sends user input to server to update data.
  + Draws game board to each user using server data model and view classes