**War of Robotcraft**

**Design Document**

Team: A3

Team Members:

|  |  |  |
| --- | --- | --- |
| **Name** | **NSID** | **Student ID** |
| Fu, Chen | chf354 | 11183491 |
| He, Jiahuan | jih889 | 11183346 |
| Wang, Shisong | shw940 | 11157916 |
| Xie, Ruida | rux793 | 11194258 |
| Yang, Chen | chy202 | 11183550 |

Date: Oct 21, 2016

|  |  |  |  |
| --- | --- | --- | --- |
| **Version Number** | **Change Request Number** | **Description of Changes** | **Approved Date** |
| 0.1 | 0 | First Draft | 2016-10-21 |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

Document History Log:

# Introduction

The Design Document is a document which provide a base level description for how the software should be built. It contains narrative and graphics of software design for each component. Topics covered within document including following: architecture, classes and UML diagram. The focus is placed on classes, class hierarches and interactions. In short, this document is meant to allow reader to procced with understanding of how this project works and how to implement in the next stage.

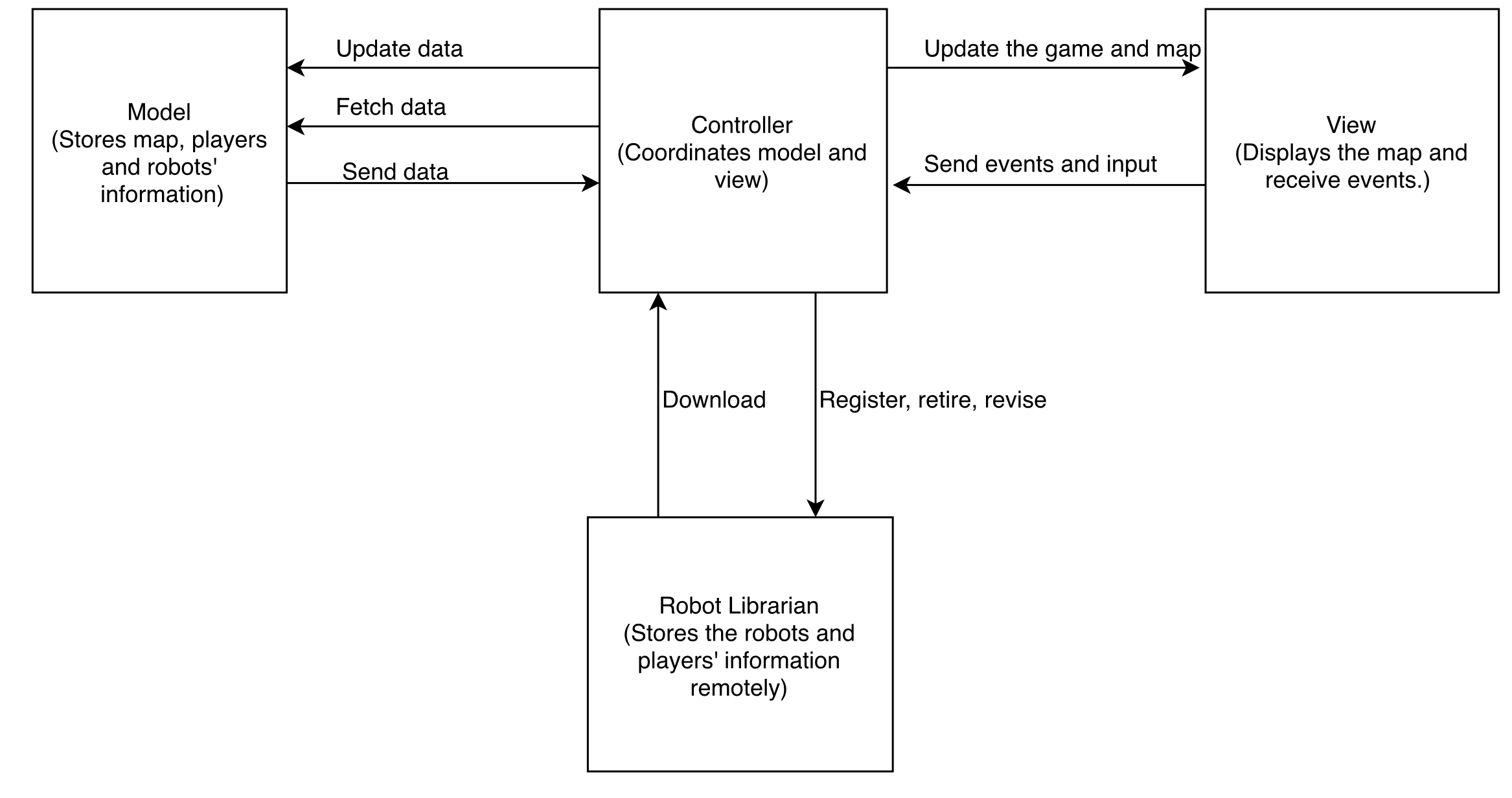
# Architecture

**2.1 Description**

We choose Model-View-Controller architecture as our project architecture.

According to our requirement document, our system should update interfaces and robot data frequently, so that there would be lot of communications between these two components. Therefore, we have to connect different data model to each user interface, which will create complex dependencies. However, we would like to have fewer dependencies within our system. Since the MVC architecture can separate backend logic, user interfaces and data cleanly, it will reduce code complexity and solve this problem by decoupling data access and business logic from data presentation and user interaction by introducing an intermediate component: the controller. Thus, changes to the user interface will not affect data handling and that the data can be reorganized without changing the user interface.

**2.2 Diagram of MVC architecture**



# Detailed Design

## 3.1 Packages and Classes

### 3.1.1 Model Package

#### 3.1.1.1 Coordinate Class

This class is used to create a coordinate for an absolute position in the map. Since this game map is hexagonal, each coordinate consists of three dimensions, which are X, Y and Z. Every object in the map such as the hexagon inside the map and the robot on the map has an absolute coordinate.

**Fields:**

X: int

Y: int

Z: int

**moveXPositive(): void**

**Summary:** this method is to update the coordinate when move forward x-positive direction by 1 step.

**Precondition:** nothing

**Input:** nothing

**Return:** void

**Postcondition:** x is increased by 1; y is decreased by 1; z is the same.

**moveXNegative(): void**

**Summary:** this method is to update the coordinate when move forward x-negative direction by 1 step.

**Precondition:** nothing

**Input:** nothing

**Return:** void

**Postcondition:** x is decreased by 1; y is increased by 1; z is the same.

**moveYPositive(): void**

**Summary:** this method is to update the coordinate when move forward y-positive direction by 1 step.

**Precondition:** nothing

**Input:** nothing

**Return:** void

**Postcondition:** x is the same; y is increased by 1; z is decreased by 1.

**moveYNegative(): void**

**Summary:** this method is to update the coordinate when move forward y-negative direction by 1 step.

**Precondition:** nothing

**Input:** nothing

**Return:** void

**Postcondition:** x is the same; y is decreased by 1; z is increased by 1.

**moveZPositive(): void**

**Summary:** this method is to update the coordinate when move forward z-positive direction by 1 step.

**Precondition:** nothing

**Input:** nothing

**Return:** void

**Postcondition:** x is decreased by 1; y is the same; z is increased by 1.

**moveZNegative(): void**

**Summary:** this method is to update the coordinate when move forward z-negative direction by 1 step.

**Precondition:** nothing

**Input:** nothing

**Return:** void

**Postcondition:** x is increased by 1; y is the same; z is decreased by 1.

#### 3.1.1.2 Game Class

This class is used to create a new game including a list of players, the number of all players, and the current player who takes control of a play. Whenever a player executes an action that is moving a robot or shooting at a specific direction, the game will be updated the status. Then controller will send these updates to corresponding view objects, and the view object displays them.

**Fields:**

playerList: LinkedList<Pair<int, Player>>

playerNum: int

currentPlayer: Player

**setPlayerPosition(): void**

**Summary:** this method is to set all player’s position to corresponding side of the game board.

**Precondition:** the game is created.

**Input:** nothing

**Return:** void

**Postcondition:**

Set players to position Red and Green if the number of players is 2;

Set players to position Red, Yellow and Blue if the number of players is 3;

Set players to all positions if the number of players is 6.

**goNextPlayer(): void**

**Summary:** this method is to let the next player take control of the game

**Precondition:** nothing

**Input:** nothing

**Return:** void

**Postcondition:** the current player is set to the next player

**runPlay(): void**

**Summary:** this method is to run a play

**Precondition:** nothing

**Input:** nothing

**Return:** void

**Postcondition:** a new play starts

**updateGame(): void**

**Summary:** this method is to update the game after an action executed by the current player

**Precondition:** nothing

**Input:** nothing

**Return:** void

**Postcondition:** the game is updated

#### 3.1.1.3 Map Class

This class is used to create a map model of the game. The map model is consisted of a list of coordinates that determine an absolute position in the map. Also, there is a map size to identify the size of a side of the hexagon map, which is 7 for the number of players is 6 otherwise 5. Any robot shows up on the map has an absolute coordinate. When a robot gets the permission to move or shoot, the relative position for the robot is present on the game board, and the relative position is determined by the abstract coordinate.

**Fields:**

coordinateList: LinedList<Coordinate>

mapSize: int

**Map (int playerNum): void**

**Summary:** this method is to initialize the map with the number of player

**Precondition:**

1. The playerNum is 6;
2. The playerNum is 2 or 3;
3. Otherwise.

**Input:** nothing

**Return:** void

**Postcondition:** The playerNum is 7, initialize each side as 7 hexagons; otherwise 5 hexagons.

**updateMist (): void**

**Summary:** this method is to update the mist on the map according to the robots’ positions.

**Precondition:** nothing

**Input:** nothing

**Return:** void

**Postcondition:** the mist on the map is updated.

#### 3.1.1.4 Player Class

The player class stores the data of player. The player’s name, score, the robots the player has, as well as the death status are stored as attribute in this class. Moreover, the player class is also responsible for determining the status of the player and switch turns between players and give feedback to the gameController class. The gameController class gets messages from view classes then manipulate player data. When the game is on progress, the player class is to figure out which robot should move in this play, and move to next play.

**Fields:**

name: string

score: int

scoutRobot: Robot

sniperRobot: Robot

tankRobot: Robot

**Methods:**

**isDead() :** bool

**Summary:** this method is to return if the robot is dead.

**Precondition:** the game is not ended.

**Input:** None

**Return:** bool

**Postcondition:** The value is returned.

**getCurrentRobot() : Robot**

**Summary:** this method is to return the robot on current play.

**Precondition:** the game is not ended, the robot and the player are not dead.

**Input:** None

**Return:** robot object

**Postcondition:** The current robot is returned.

**goNextRobot() : void**

**Summary:** this method is to go to the next robot. (Run into next play)

**Precondition:** the game is not ended, the robot and the player are not dead.

**Input:** None

**Return:** None

**Postcondition:** The game runs into next play (It’s next robot’s turn to play the game).

#### 3.1.1.5 HumanPlayer extends Player

This class extends player as a subclass. It contains all player’s fields and attributes along with three new methods which are three actions of human’s command. These actions will call the robots inside the HumanPlayer class to execute specific actions. This class stores information of human player and the robots it possesses. It also determines which is the right robot to play. This class should respond to controller’s command of queries.

**Methods:**

**move() : void**

**Summary:** this method moves a robot of the player one cell forward.

**Precondition:** the robot still has movement points and it’s the current player’s turn.

**Input:** None

**Return:** None

**Postcondition:** one of the robots is moved.

**turn(int direction) : void**

**Summary:** this method makes a robot of the player face a different direction.

**Precondition:** it’s the current player’s turn.

**Input:** int, the directions of the new direction.

**Return:** None

**Postcondition:** a robot of the player is turned into a new direction.

**shoot(Coordinate coor) : none**

**Summary:** a robot of the player fires to the direction it facing.

**Precondition:** The robot of this player hasn’t shot and the coordinate is within the range.

**Input:** Coordinate, the coordinate of the target.

**Return:** none.

**Postcondition:** the robot of the player has shot, and the health points of all the robots at the target position are deducted.

#### 3.1.1.6 AIPlayer extends Player

#### 3.1.1.7 Robot

This class is the basic entry of the game. Each robot class stores its name, statistics and position. The robot is manipulated by players and perform specific actions. This class is associated with player class as an attribute of it. In this game, there are three types of robots with three sets of values of attributes.

**Fields:**

type: enum {scout, sniper, tank}

name: string

attackPoint: int

healthPoint: int

movementPoint: int

rangePoint: int

coor: coordinate

direction: int {1, 2, 3, 4, 5}

hasMoved: bool

hasShot: bool

**Methods:**

**turn(int direction) : void**

**Summary:** this method turns the direction of robot.

**Precondition:** the robot is alive.

**Input:** int direction.

**Return:** none.

**Postcondition:** the robots facing direction is turned.

**move(Coordinate coor) : void**

**Summary:** this method moves the robot once.

**Precondition:** the movement points are not used up. The robot is alive.

**Input:** Coordinate, the target position

**Return:** none.

**Postcondition:** the robot is moved one cell forward.

**damaged(int attackPoint) : void**

**Summary:** the robot get fired by another robot

**Precondition:** the robot is alive.

**Input:** the attachPoint

**Return:** none.

**Postcondition:** the robot’s health point is deducted by certain points. If the robot’s health point become zero, the robot dies.

**isDead() : bool**

**Summary:** to determine the if the robot is dead.

**Precondition:** none

**Input:** none

**Return:** none.

**Postcondition:** the robot’s status is returned.

**shoot(Coordinate coor) : none**

**Summary:** to perform the shot action.

**Precondition:** The target is in the range. The robot has

**Input:** coordinate: the target position.

**Return:** none.

**Postcondition:** the robot of the player has shot, and the health points of all the robots at the target position are deducted. And the robot’s play finishes.

### 3.1.2 View Package

#### 3.1.2.1 GameStartView Class

The game start view welcome players and give the choice that start new game, manage the robots and exit the game. This class is used to create the game start frame including game name label, start game button, garage button, and exit button. When players click, or press these button, the controller will respond these events, and send the result to set game mode view or garage view.

**Fields:**

gameNameLabel: JLabel

startButton: JButton

garageButton: JButton

exitButton: JButton

**Methods:**

**gameStartView():void**

**Summary:** this method is to the game start frame, with game name, a button to start game, a button to go to garage and a button to quit the game.

**Precondition:** nothing

**Input:** nothing

**Return:** void

**Postcondition:**

The game start view constructed.

#### 3.1.2.2 SetGameModeView Class

The set game mode view displays the various mode, give player choices to set game mode. This class is used to create the view frame including a list of radio button of game mode, a list of radio button of player’s number, a list of combo box of player type, and a start button. After a player chooses the start game button, the controller will create the set game mode view. And any choice in this view will send to the controller.

**Fields:**

gameModeRadioButtonList: ArrayList<JRadioButton>

playerRadioButtonList: ArrayList<JRadioBUtton>

playerTypeComboBoxList: ArrayList<JComboBox>

startGameButton: JButton

**Methods:**

**setGameModeView(): void**

**Summary:** this method is to construct the set game mode frame, a list with three radio button to set game mode, a list of three radio button to choose player’s number, a list of combo box to set player type, and a button to start game.

**Precondition:** nothing

**Input:** nothing

**Return:** void

**Postcondition:**

The set game mode view constructed.

#### 3.1.2.3 GameBoardView Class

The game board view show the current game scene, display the game board, the timer and the information of player status, and give the choice to access the current game: end play, give up or go back home. This class is used to create the game board view. It has a method to access the information when the controller notifies to change.

**Fields:**

hexagonLabelList: ArrayList<JLabel>

timerLabel: JLabel

endPlayButton: JButton

surrenderButton: JButton

homeButton: JButton

**Methods:**

**GameBoardView():**

**Summary:** this method is to construct game board view frame, a list of hexagon label, a timer label, a button to end play, a button to give up, a button to go home view, and a player status panel.

**Precondition:** nothing

**Input:** nothing

**Return:** void

**Postcondition:**

The game board view constructed.

#### 3.1.2.4 PlayerStatusView Class

The player status view display the player name, and the robot team of the player, and their health point. This is a class for the panel to be placed in the frame of game board view. It has a various of label to show the status.

**Fields:**

playerNameLabel: JLabel

soutLabel: JLabel

soutHealthPointLabel: JLabel

sniperLabel: JLabel

sniperHealthPointLabel: JLabel

tankLabel: JLabel

tankHealthPointLabel; JLabel

**Methods:**

**PlayerStatusView(): void**

**Summary:** this method is to construct the player status panel, a label with player name, a scout label, a label with its health point, a sniper label and label with its health point, and a tank label and a label with its health point.

**Precondition:** nothing

**Input:** nothing

**Return:** void

**Postcondition:**

The player status view constructed.

#### 3.1.2.5 GarageView Class

The Garage view display the all robots, and player can manage the robot: register a new robot, revise and retire an exiting robot. After player choose garage button in the gameStartView, the controller will send a request to display to GarageView.

**Fields:**

robotListView: JList

registerButton: JButton

reviseButton: JButton

retireButton: JButton

nameTextField: JTextFied

**Methods:**

**GarageView(): void**

**Summary:** this method is to construct the garage view frame, a list of robot, with name, a button to register, a button to revise and a button to retire.

**Precondition:** nothing

**Input:** nothing

**Return:** void

**Postcondition:**

The garage view constructed.

### 3.1.3 Controller Package

#### 3.1.3.1 GameController

The game controller is to keep all views and models in control. It stores a Game instance, a GameStartView, a SetGameModeView instance, a GameBoardView instance, a PlayerStatusView instance, and a GarageView instance. It will handle all button clicked events and all key typed events that take place in views. Also, it will update view depending on every change.

**Fields:**

game : Game

gameStartView : GameStartView

setGameModeView : SetGameModeView

gameBoardView : GameBoardView

playerStatusView : PlayerStatusView

garageView : GarageView

**ActionPerformed(ActionEvent e) : void**

**Summary:** handle all the button clicked event

**Precondition:** button is clicked in views

**Input:** e is an ActionEvent from clicked button

**Return:** none

**Postcondition:** a new SetGameModeView instance assigned to setGameModeView and displayed if startButton clicked; a new GarageView instance assigned to garageView and displayed if garageButton clicked; game quit if exitButton clicked; a new GameBoardView instance assigned to gameBoardView and displayed if start game button clicked; switch to next play if endPlayButton clicked; the specific player marked died if surrenderButton clicked; go back to gameStartView if homeButton clicked; a new robot registered if registerButton clicked; the specific robot revised if reviseButton clicked; the specific robot retired if retireButton clicked

**keyTyped(KeyEvent e) : void**

**Summary:** handle all the key typed event

**Precondition:** key is pressed in views

**Input:** e is a KeyEvent

**Return:** none

**Postcondition:** enter turning mode if pressed “T”; enter moving mode if pressed “M”; enter shooting mode if pressed “S”;the playing robot’s direction rotate n (n is the number of pressed number key) unit if pressed number key and in turning mode; the playing robot shoots n (n is the number of pressed number key) unit of range if pressed number key and in shooting mode

**startTimer() : void**

**Summary:** start a new timer to be displayed in GameBoardView

**Precondition:** none

**Input:** none

**Return:** none

**Postcondition:** a new timer is started

**updateRobotPosition() : void**

**Summary:** notify GameBoardView

**Precondition:** a robot moved

**Input:** none

**Return:** none

**Postcondition:** GameBoardView displays change of the specific player’s position

**updateRobotHealth() : void**

**Summary:** update a robot’s health point that is displayed on map

**Precondition:** a robot is damaged

**Input:** none

**Return:** none

**Postcondition:** update the health point of the damaged robot, and remove the robot from map if it has been destroyed

**updatePlayerDeath() : void**

**Summary:** mark a player as died

**Precondition:** a player died

**Input:** none

**Return:** none

**Postcondition:** the died player is marked as died on the game board

**updateGarage() : void**

**Summary:** update garage view

**Precondition:** registered, revised, or retired a robot

**Input:** none

**Return:** none

**Postcondition:** a new-registered robot added to garage if registered a robot; the displayed information of the revised robot changed if revised a robot; a robot is marked retired if retired a robot

### 3.1.4 WarOfRobotcraft

### Entry

## 3.2 UML



# Different