TEAM PROJECT: AGILE REPORT

Software Engineering Group Project

Group: **Team Dodo**

Members:
- O'Neill, Michael
- Godard, Clement
- Harris, Tomas
- Macpherson, Jay
- Prabakar, Yeshvanth

Organiser: Dr. Jeroen Keppens

Lecturers: Dr. Jeroen Keppens, Dr. Solon Pissis, Dr. Kevin Lano, Dr. Asad Ali

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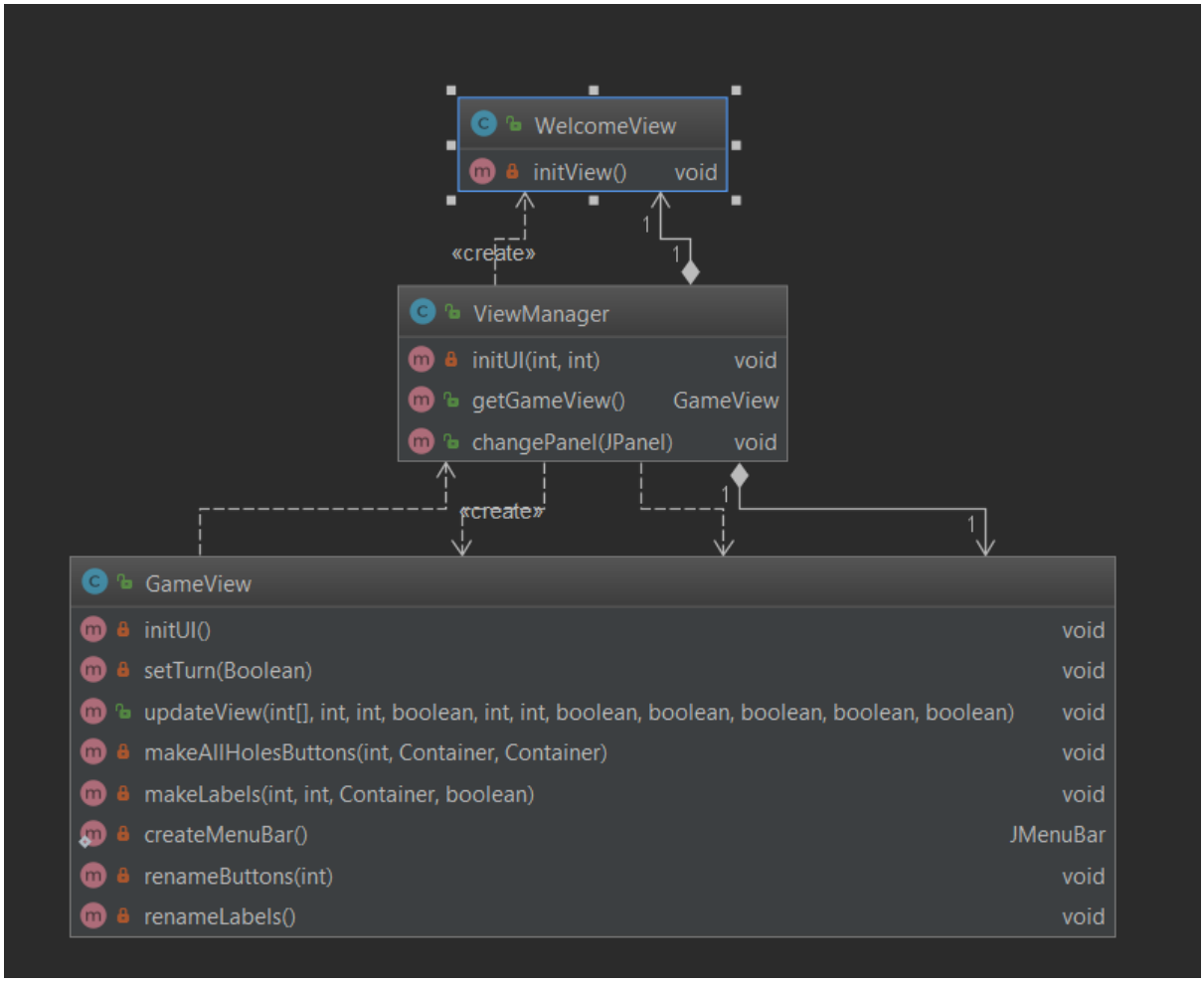
1.0 Project Overview

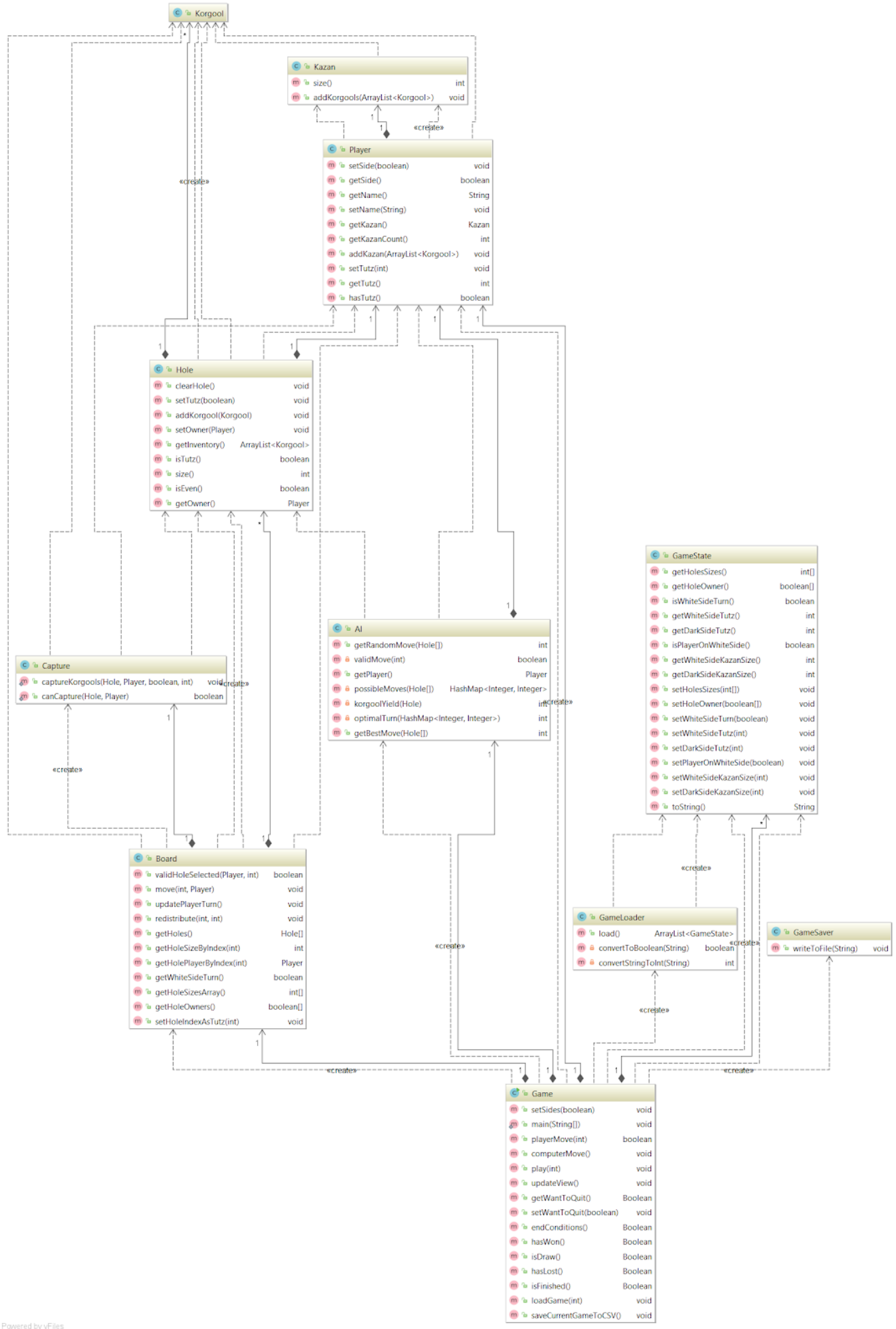
UML : Separated by package, attributes omitted due to complexity.

DESIGN:
Model: the backend functionality is complete in the logic package.
Controller: the Game.java class acts as the controller and updates the view. The Game class instantiates the view manager.
View: The Gui package contains the views, which are updated by the controller.

MAIN FEATURES:
Player vs computer.
Ai computer selects move which will provide highest score in next move.
Save the current game.
Load a game previously saved.

2.0 UML


WelcomeView
initView() void
«create»
1
1
ViewManager
initUI(int, int) void
getGameView() GameView
changePanel(JPanel) void
«create»
1
1
GameView
initUI() void
setTurn(Boolean) void
updateView(int[], int, int, boolean, int, int, boolean, boolean, boolean, boolean, boolean) void
makeAllHolesButtons(int, Container, Container) void
makeLabels(int, int, Container, boolean) void
createMenuBar() JMenuBar
renameButtons(int) void
renameLabels() void



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