WALKTHROUGH **GROUP 0626**

UNIT TEST COVERAGE

IMPORTANT CLASSES

- Session: current user information
- Saver: load & save files
- ScoreManager: record user score and top ten scores

- BoardManager/SkyManger: manages the general game
- Game Activity Controller: control how a game is been played

DESIGN PATTERNS

- MVC: Login and all three games, helps to conduct Single Responsibility
 Principle
- Singleton: Session class, allows us to access the one and only user
- Observer/Observable: facilitate MVC, update changes accordingly

SCOREBOARD DESIGN

High scores: stored as HashMap<String, ArrayList>

String - Game Type, ArrayList<ScoreTuple>

Score Tuple – User Name, Score, Game Type

• Display: (Username, Score, Game Type)