Ticket to Ride Phase 1

Objectives

1. Implement all operations needed before initializing game. These operations must include the ability for players to register, login, create a new game, and join an existing game that has not yet started. You must also provide a means of starting a game with two to five players.
2. Understand how to create and document a design.
3. Understand and be able to use the model-view-presenter, observer, and facade patterns.

New Patterns

1. Model-View-Presenter
2. Observer
3. Facade

Requirements

Design

Create and document the architecture of this phase. You should include the GUI with its view or views, the corresponding presenters, a client and server model with their classes, a poller, a server proxy, client communicator, server communicator, and server facade. Please see the supplemented Design Rubric for details.

Capabilities

A player must be able to

- register
- log in
- create a new game
- join a game that has not yet started
- provide a means for a game to start with two to five players

The list of existing games must <u>automatically</u> update as games are created, joined, started, etc.

Constraints

The design documentation must be done using both UML class diagrams and sequence diagrams.

Your design must show how you are to use each of the patterns mentioned in the patterns section. They must be used in a meaningful way, each solving a real problem.

The design documentation must include your first weekly report for Phase 1 (See template. You can find it near the bottom in the teams section)

A game may have as few as two and as many as five players.

Deliverables

Design documentation

A partially running Ticket to Ride game whose design follows the submitted design. It must provide all of the capabilities described above.

Each member of the group is to turn in a copy of the group's final weekly report for Phase 1 with their individual Phase 1 report. (For the final weekly report see template. You can find it near the bottom in the teams section)