SWEA Iteration 10: Distribution using Broker II

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1 Broker 2.1: TDD of pass-by-reference methods in Game

1.1 ClientProxy Implementation

[Insert examples of your ClientProxy implementation of 'getCardInHand()' and 'playCard()' method]
[Short explanation of the code]

1.2 ObjectId and Name Service

[Insert examples of your Invoker's handling of objectId and object lookup]
[Short explanation of the code]

1.3 Invoker Implementation

[Insert fragments of your Invoker code for handling 'getCardInHand' and 'playCard()']
[Short explanation of the code]

1.4 Testing

[Insert a few of the most important JUnit test code for the above methods]
[Short explanation of the test code]

2 Broker 2.2: System Test

[Include link to your system test screen cast if you have not embeeded it directly into the Brightspace handin]

3 Broker 2.3: Refactor into SubInvokers and implement Multi Type Dispatching.

[Shortly outline your group's process with developing the root and sub invokers]

[Insert example of root and subinvoker code for, say, Card or Hero]

[Short explanation of the code]

4 Backlog

[Outline backlog items if any]