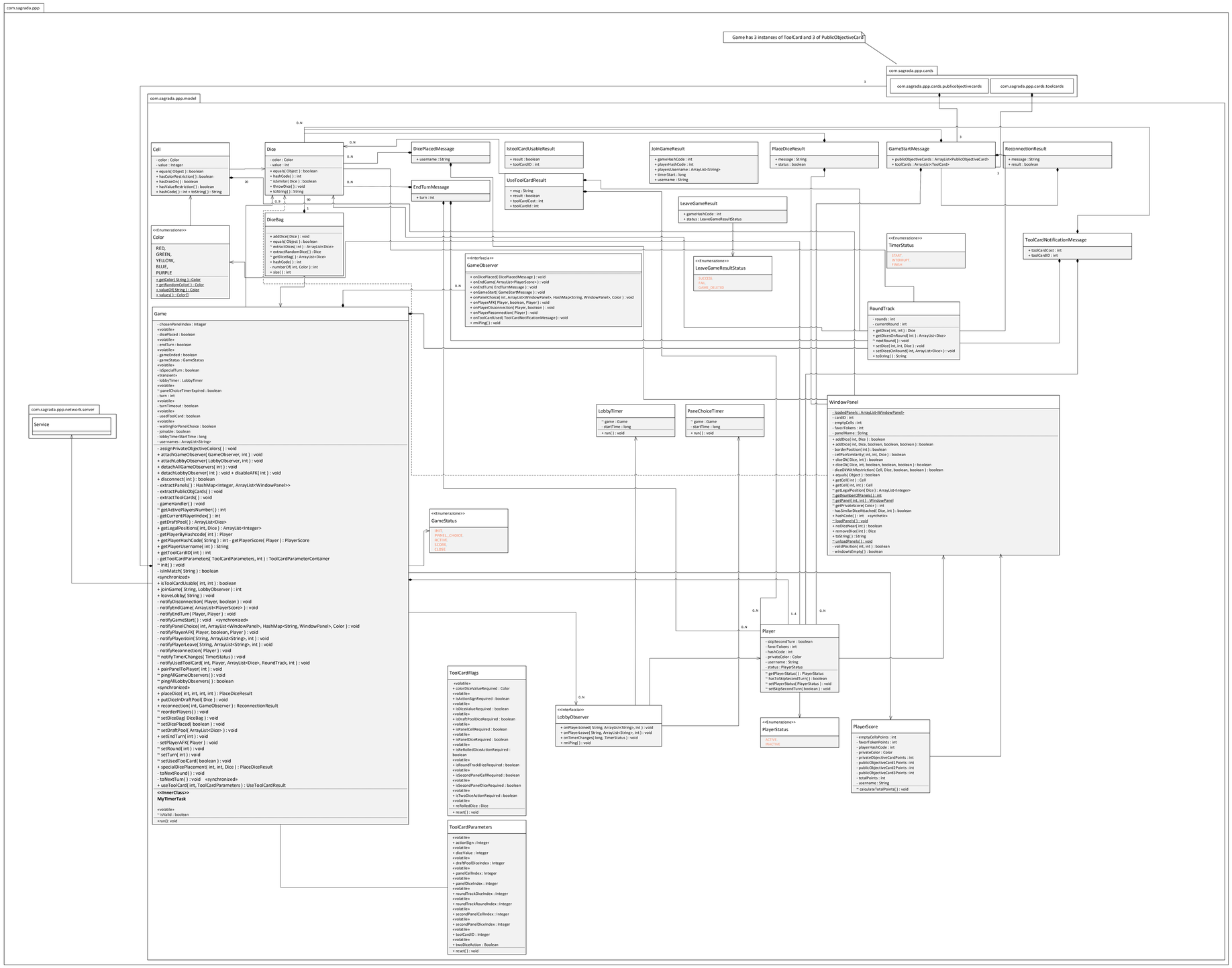
com.sagrada.ppp
Game has 3 instances of ToolCard and 3 of PublicObjectiveCard
com.sagrada.ppp.cards
com.sagrada.ppp.cards.publicobjectivecards
com.sagrada.ppp.cards.toolcards
3
com.sagrada.ppp.model
Cell
- color : Color
- value : Integer
+ equals(Object) : boolean
+ hasColorRestriction( ) : boolean
+ hasDiceOn( ) : boolean
+ hasValueRestriction( ) : boolean
+ hashCode( ) : int + toString( ) : String
20
Dice
- color : Color
- value : int
+ equals(Object) : boolean
+ hashCode( ) : int
~ isSimilar(Dice) : boolean
+ throwDice( ) : void
+ toString( ) : String
0..N
90
1
DicePlacedMessage
+ username : String
EndTurnMessage
+ turn : int
IstoolCardUsableResult
+ result : boolean
+ toolCardId : int
UseToolCardResult
+ msg : String
+ result : boolean
+ toolCardCost : int
+ toolCardId : int
JoinGameResult
+ gameHashCode : int
+ playerHashCode : int
+ playersUsername : ArrayList<String>
+ timerStart : long
+ username : String
PlaceDiceResult
+ message : String
+ status : boolean
GameStartMessage
+ publicObjectiveCards : ArrayList<PublicObjectiveCard>
+ toolCards : ArrayList<ToolCard>
ReconnectionResult
+ message : String
+ result : boolean
LeaveGameResult
+ gameHashCode : int
+ status : LeaveGameResultStatus
<<Enumerazione>>
Color
RED,
GREEN,
YELLOW,
BLUE,
PURPLE
+ getColor(String) : Color
+ getRandomColor( ) : Color
+ valueOf(String) : Color
+ values( ) : Color[]
DiceBag
+ addDice(Dice) : void
+ equals(Object) : boolean
~ extractDice(int) : ArrayList<Dice>
+ extractRandomDice( ) : Dice
~ getDiceBag( ) : ArrayList<Dice>
+ hashCode( ) : int
- numberOf(int, Color) : int
+ size( ) : int
<<Enumerazione>>
LeaveGameResultStatus
SUCCESS,
FAIL,
GAME_DELETED
<<Enumerazione>>
TimerStatus
START,
INTERRUPT,
FINISH
ToolCardNotificationMessage
+ toolCardCost : int
+ toolCardID : int
<<Interfaccia>>
GameObserver
+ onDicePlaced(DicePlacedMessage) : void
+ onEndGame(ArrayList<PlayerScore>) : void
+ onEndTurn(EndTurnMessage) : void
+ onGameStart(GameStartMessage) : void
+ onPaneChoice(int, ArrayList<WindowPanel>, HashMap<String, WindowPanel>, Color) : void
+ onPlayerAFK(Player, boolean, Player) : void
+ onPlayerDisconnection(Player, boolean) : void
+ onPlayerReconnection(Player) : void
+ onToolCardUsed(ToolCardNotificationMessage) : void
+ mmPing( ) : void
RoundTrack
- rounds : int
- currentRound : int
+ getDice(int, int) : Dice
+ getDicesOnRound(int) : ArrayList<Dice>
~ nextRound( ) : void
+ setDice(int, int, Dice) : void
+ setDicesOnRound(int, ArrayList<Dice>) : void
+ toString( ) : String
Game
- chosenPanelIndex : Integer
+volatile+
- dicePlaced : boolean
+volatile+
- endTurn : boolean
+volatile+
- gameEnded : boolean
- gameStatus : GameStatus
+volatile+
- isSpecialTurn : boolean
+transient+
- lobbyTimer : LobbyTimer
+volatile+
~ panelChoiceTimerExpired : boolean
- turn : int
+volatile+
- turnTimeout : boolean
+volatile+
- usedToolCard : boolean
+volatile+
- waitingForPanelChoice : boolean
- joinable : boolean
- lobbyTimerStartTime : long
- usernames : ArrayList<String>
- assignPrivateObjectiveColors( ) : void
+ attachGameObserver(GameObserver, int) : void
+ attachLobbyObserver(LobbyObserver, int) : void
+ detachAllGameObservers(int) : void
+ detachLobbyObserver(int) : void + disableAFK(int) : void
+ disconnect(int) : boolean
- extractPanels( ) : HashMap<Integer, ArrayList<WindowPanel>>
- extractPublicObjCards( ) : void
- extractToolCards( ) : void
- gameHandler( ) : void
~ getActivePlayersNumber( ) : int
- getCurrentPlayerIndex( ) : int
- getDraftPool( ) : ArrayList<Dice>
+ getLegalPositions(int, Dice) : ArrayList<Integer>
- getPlayerByHashcode(int) : Player
+ getPlayerHashCode(String) : int - getPlayerScore(Player) : PlayerScore
+ getPlayerUsername(int) : String
+ getToolCardID(int) : int
- getToolCardParameters(ToolCardParameters, int) : ToolCardParameterContainer
~ int( ) : void
- isinMatch(String) : boolean
+synchronized+
+ isToolCardUsable(int, int) : boolean
+ joinGame(String, LobbyObserver) : int
+ leaveLobby(String) : void
- notifyDisconnection(Player, boolean) : void
- notifyEndGame(ArrayList<PlayerScore>) : void
- notifyEndTurn(Player, Player) : void
- notifyGameStart( ) : void +synchronized+
- notifyPaneChoice(int, ArrayList<WindowPanel>, HashMap<String, WindowPanel>, Color) : void
- notifyPlayerAFK(Player, boolean, Player) : void
- notifyPlayerJoin(String, ArrayList<String>, int) : void
- notifyPlayerLeave(String, ArrayList<String>, int) : void
- notifyReconnection(Player) : void
~ notifyTimerChange(TimerStatus) : void
- notifyUsedToolCard(int, Player, ArrayList<Dice>, RoundTrack, int) : void
+ pairPanelToPlayer(int) : void
~ pingAllGameObservers( ) : void
~ pingAllLobbyObservers( ) : boolean
+synchronized+
+ placeDice(int, int, int, int) : PlaceDiceResult
+ putDiceInDraftPool(Dice) : void
+ reconnection(int, GameObserver) : ReconnectionResult
~ reorderPlayers( ) : void
~ setDiceBag(DiceBag) : void
~ setDicePlaced(boolean) : void
~ setDraftPool(ArrayList<Dice>) : void
+ setEndTurn(int) : void
- setPlayerAFK(Player) : void
~ setRound(int) : void
~ setTurn(int) : void
~ setUsedToolCard(boolean) : void
+ specialDicePlacement(int, int, Dice) : PlaceDiceResult
- toNextRound( ) : void
- toNextTurn( ) : void +synchronized+
+ useToolCard(int, ToolCardParameters) : UseToolCardResult
<<InnerClass>>
MyTimerTask
+volatile+
~ isValid : boolean
+run(): void
LobbyTimer
~ game : Game
- startTime : long
+ run( ) : void
PaneChoiceTimer
~ game : Game
- startTime : long
+ run( ) : void
WindowPanel
- loadedPanels : ArrayList<WindowPanel>
- cardID : int
- emptyCells : int
- favorTokens : int
- paneName : String
+ addDice(int, Dice) : boolean
+ addDice(int, Dice, boolean, boolean, boolean) : boolean
- borderPosition(int) : boolean
- cellPairSimilar(int, int, Dice) : boolean
+ diceOk(Dice, int) : boolean
+ diceOk(Dice, int, boolean, boolean, boolean) : boolean
- diceOkWithRestriction(Cell, Dice, boolean, boolean) : boolean
+ equals(Object) : boolean
+ getCell(int) : Cell
+ getCell(int, int) : Cell
~ getLegalPosition(Dice) : ArrayList<Integer>
~ getNumberOfPanels( ) : int
~ getPanel(int, int) : WindowPanel
~ getPrivateScore(Color) : int
- hasSimilarDiceAttached(Dice, int) : boolean
+ hashCode( ) : int +synthetic+
~ loadPanels( ) : void
+ noDiceAdded(int) : boolean
+ removeDice(int) : Dice
+ toString( ) : String
~ unloadPanels( ) : void
- validPosition(int, int) : boolean
- windowisEmpty( ) : boolean
com.sagrada.ppp.network.server
Service
<<Enumerazione>>
GameStatus
INIT,
PANEL_CHOICE,
ACTIVE,
SCORE,
CLOSE
Player
- skipSecondTurn : boolean
- favorTokens : int
- hashCode : int
- privateColor : Color
- username : String
- status : PlayerStatus
~ getPlayerStatus( ) : PlayerStatus
~ hasToSkipSecondTurn( ) : boolean
~ setPlayerStatus(PlayerStatus) : void
~ setSkipSecondTurn(boolean) : void
<<Interfaccia>>
LobbyObserver
+ onPlayerJoined(String, ArrayList<String>, int) : void
+ onPlayerLeave(String, ArrayList<String>, int) : void
+ onTimerChange(long, TimerStatus) : void
+ mmPing( ) : void
<<Enumerazione>>
PlayerStatus
ACTIVE,
INACTIVE
PlayerScore
- emptyCellsPoints : int
- favorTokenPoints : int
- playerHashCode : int
- privateColor : Color
- privateObjectiveCardPoints : int
- publicObjectiveCard1Points : int
- publicObjectiveCard2Points : int
- publicObjectiveCard3Points : int
- totalPoints : int
- username : String
~ calculateTotalPoints( ) : void
ToolCardFlags
+volatile+
+ colorDiceValueRequired : Color
+volatile+
+ isActionSignRequired : boolean
+volatile+
+ isDiceValueRequired : boolean
+volatile+
+ isDraftPoolDiceRequired : boolean
+volatile+
+ isPaneCellRequired : boolean
+volatile+
+ isPaneDiceRequired : boolean
+volatile+
+ isRefRolledDiceActionRequired : boolean
+volatile+
+ isRoundTrackDiceRequired : boolean
+volatile+
+ isSecondPaneCellRequired : boolean
+volatile+
+ isSecondPaneDiceRequired : boolean
+volatile+
+ isTwoDiceActionRequired : boolean
+volatile+
+ refRolledDice : Dice
+ reset( ) : void
ToolCardParameters
+volatile+
+ actionSign : Integer
+volatile+
+ diceValue : Integer
+volatile+
+ draftPoolDiceIndex : Integer
+volatile+
+ paneCellIndex : Integer
+volatile+
+ paneliDiceIndex : Integer
+volatile+
+ roundTrackDiceIndex : Integer
+volatile+
+ roundTrackRoundIndex : Integer
+volatile+
+ secondPaneiCellIndex : Integer
+volatile+
+ secondPaneiDiceIndex : Integer
+volatile+
+ toolCardID : Integer
+volatile+
+ twoDiceAction : Boolean
+ reset( ) : void
0..N
1..4
1