cluedo

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murderInfo: Triplet board: Board players: List<Player> charNames : Set<String> setOfRooms : Set<Card> setOfCards : Set<Card> setOfCharacters : Set<Card> allCards: Set<Card> allTokens : Set<Token> gameOver: boolean

tokensSetup(): void doTurn(Player): void

accusation(Scanner): Triplet suggestion(Scanner, Player): Triplet

putCards(): void dealHands(): void

doStartRolls(List<Player>) : Player

setupPlayer(int) : Player rollDice6(): int rollDice12(): int

doMurder(): void checkSuggestion(Triplet, Player):

Pair<Boolean, String> runGame(): void setupPlayers(): void

Board

BOARD WIDTH: int BOARD_HEIGHT: int boardSquares : Square[][] rooms: Map<String, Room> asciiBoard : char[][] key : String[]

populateBoard(): void roomSetup(): void addRoomAccess(): void asciiBoardSetup(): void keySetup(): void roomName(): void

characterAt(int, int): String boardChar(int, int): char getSquare(int, int): Square

draw(): void

addToken(Token, int, int): void moveToken(Token, int, int, int): boolean checkDir(int, int, int, int, int): boolean getRooms(): Map<String, Room>

Player

status: boolean username: String personToken: Token hand: Set<Card>

getStatus(): boolean getUsername(): String getToken(): Token checkHand(String): boolean addCard(Card): void

handString(): String

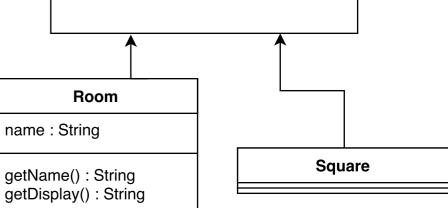
location

Location adjacent: Map<String, Location> tokens : Set<Token> addAdjacent(String, Location): void getAdjacent() : Map<String, Location>

> addToken(Token): void removeToken(Token): void containsToken(Token): boolean getTokens(): Set<Token> getNumbTokens(): int



getName(): String getDisplay(): String



items

Token

name: String location : Location display: String isCharacter: boolean

getLocation(): Location setLocation(Location): void move(Location) : void getName(): String getCharacter(): boolean getDisplay() : String move(Location): void

Card

name : String

equalsCard(String): boolean

getName(): String

util

Triplet

person : Card weapon: Card room: Card

checkCards(Set<Player>) : Pair<Boolean, String>

equalsTriplet(Triplet): boolean

getPerson(): Card getWeapon(): Card getRoom(): Card

containsPlayer(Player): boolean

Pair

value1: E value2: T

getValue1(): E getValue2(): T setValue1(E): void setValue2(T): void