## 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> qameOver: 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

addCard(Card) : void
handString() : String

# util

## Triplet

person : Card weapon : Card room : Card

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

equalsTriplet(Triplet): boolean

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

getRoom() : Card containsPlayer(Player) : boolean

#### Pair

value1: E value2 : T

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

## 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 9 Room ~200 name: String **Square** getName(): String

## items

getDisplay(): String

### 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