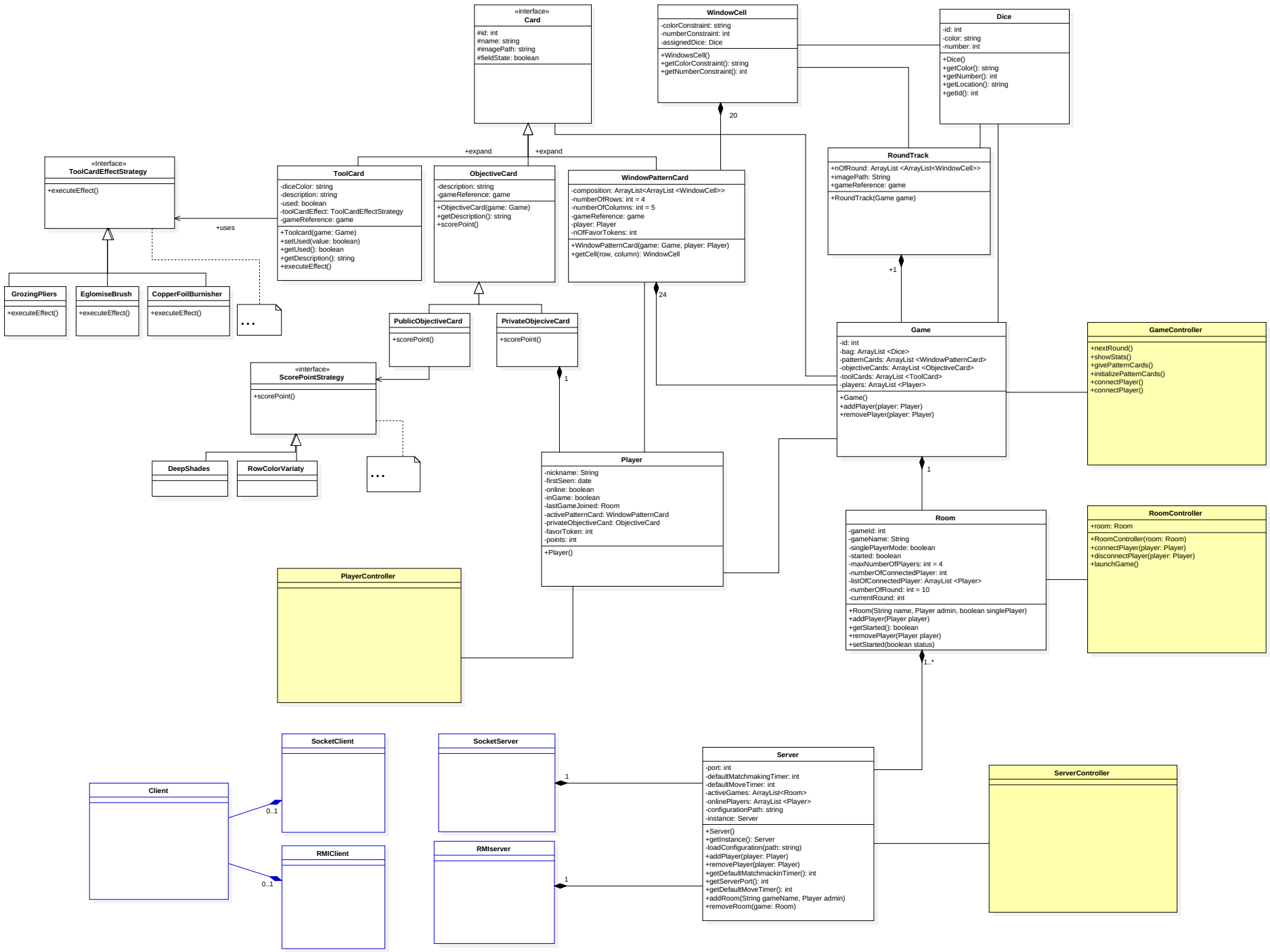
Model::Main


«interface»
Card
#id: int
#name: string
#imagePath: string
#fieldState: boolean
WindowCell
-colorConstraint: string
-numberConstraint: int
-assignedDice: Dice
+WindowsCell()
+getColorConstraint(): string
+getNumberConstraint(): int
Dice
-id: int
-color: string
-number: int
+Dice()
+getColor(): string
+getNumber(): int
+getLocation(): string
+getId(): int
20
+expand
+expand
«Interface»
ToolCardEffectStrategy
+executeEffect()
ToolCard
-diceColor: string
-description: string
-used: boolean
-toolCardEffect: ToolCardEffectStrategy
-gameReference: game
+Toolcard(game: Game)
+setUsed(value: boolean)
+getUsed(): boolean
+getDescription(): string
+executeEffect()
ObjectiveCard
-description: string
-gameReference: game
+ObjectiveCard(game: Game)
+getDescription(): string
+scorePoint()
WindowPatternCard
-composition: ArrayList<ArrayList <WindowCell>>
-numberOfRows: int = 4
-numberOfColumns: int = 5
-gameReference: game
-player: Player
-nOfFavorTokens: int
+WindowPatternCard(game: Game, player: Player)
+getCell(row, column): WindowCell
RoundTrack
+nOfRound: ArrayList <ArrayList<WindowCell>>
+imagePath: String
+gameReference: game
+RoundTrack(Game game)
+uses
GrozingPliers
+executeEffect()
EglomiseBrush
+executeEffect()
CopperFoilBurnisher
+executeEffect()
...
+1
24
PublicObjectiveCard
+scorePoint()
PrivateObjeciveCard
+scorePoint()
Game
-id: int
-bag: ArrayList <Dice>
-patternCards: ArrayList <WindowPatternCard>
-objectiveCards: ArrayList <ObjectiveCard>
-toolCards: ArrayList <ToolCard>
-players: ArrayList <Player>
+Game()
+addPlayer(player: Player)
+removePlayer(player: Player)
GameController
+nextRound()
+showStats()
+givePatternCards()
+initializePatternCards()
+connectPlayer()
+connectPlayer()
«interface»
ScorePointStrategy
+scorePoint()
1
DeepShades
RowColorVariaty
...
Player
-nickname: String
-firstSeen: date
-online: boolean
-inGame: boolean
-lastGameJoined: Room
-activePatternCard: WindowPatternCard
-privateObjectiveCard: ObjectiveCard
-favorToken: int
-points: int
+Player()
1
Room
-gameId: int
-gameName: String
-singlePlayerMode: boolean
-started: boolean
-maxNumberOfPlayers: int = 4
-numberOfConnectedPlayer: int
-listOfConnectedPlayer: ArrayList <Player>
-numberOfRound: int = 10
-currentRound: int
+Room(String name, Player admin, boolean singlePlayer)
+addPlayer(Player player)
+getStarted(): boolean
+removePlayer(Player player)
+setStarted(boolean status)
RoomController
+room: Room
+RoomController(room: Room)
+connectPlayer(player: Player)
+disconnectPlayer(player: Player)
+launchGame()
PlayerController
1..*
SocketClient
SocketServer
Server
-port: int
-defaultMatchmakingTimer: int
-defaultMoveTimer: int
-activeGames: ArrayList<Room>
-onlinePlayers: ArrayList <Player>
-configurationPath: string
-instance: Server
+Server()
+getInstance(): Server
-loadConfiguration(path: string)
+addPlayer(player: Player)
+removePlayer(player: Player)
+getDefaultMatchmackinTimer(): int
+getServerPort(): int
+getDefaultMoveTimer(): int
+addRoom(String gameName, Player admin)
+removeRoom(game: Room)
ServerController
Client
0..1
0..1
RMIClient
RMIserver
1
1