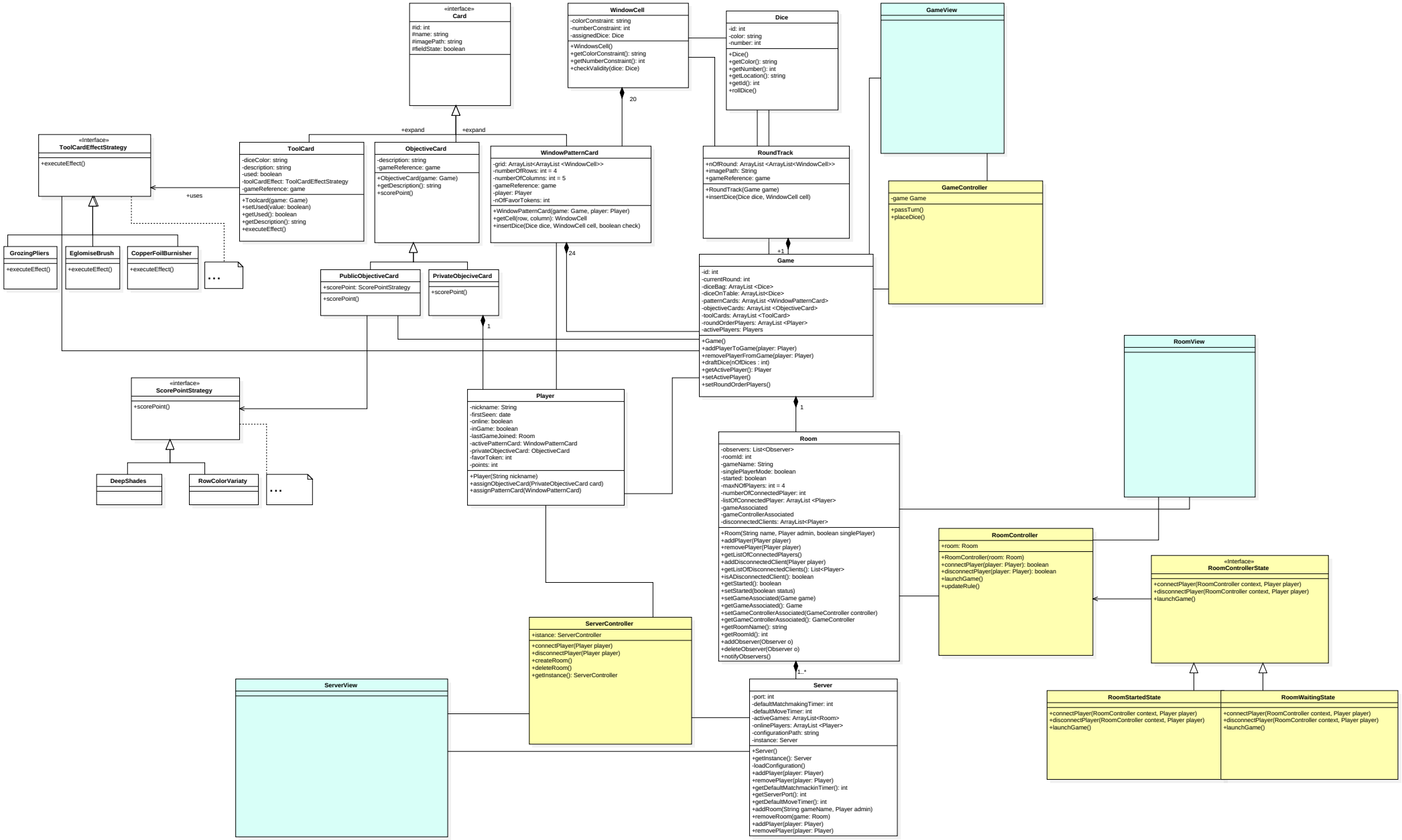
Model::Main


«interface»
Card
#id: int
#name: string
#imagePath: string
#fieldState: boolean
WindowCell
-colorConstraint: string
-numberConstraint: int
-assignedDice: Dice
+WindowsCell()
+getColorConstraint(): string
+getNumberConstraint(): int
+checkValidity(dice: Dice)
Dice
-id: int
-color: string
-number: int
+Dice()
+getColor(): string
+getNumber(): int
+getLocation(): string
+getId(): int
+rollDice()
GameView
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+expand
+expand
«Interface»
ToolCardEffectStrategy
+executeEffect()
+uses
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
-grid: ArrayList<ArrayList <WindowCell>>
-numberOfRows: int = 4
-numberOfColumns: int = 5
-gameReference: game
-player: Player
-nOfFavorTokens: int
+WindowPatternCard(game: Game, player: Player)
+getCell(row, column): WindowCell
+insertDice(Dice dice, WindowCell cell, boolean check)
RoundTrack
+nOfRound: ArrayList <ArrayList<WindowCell>>
+imagePath: String
+gameReference: game
+RoundTrack(Game game)
+insertDice(Dice dice, WindowCell cell)
GameController
-game Game
+passTurn()
+placeDice()
GrozingPliers
+executeEffect()
EglomiseBrush
+executeEffect()
CopperFoilBurnisher
+executeEffect()
...
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+1
PublicObjectiveCard
+scorePoint: ScorePointStrategy
+scorePoint()
PrivateObjeciveCard
+scorePoint()
Game
-id: int
-currentRound: int
-diceBag: ArrayList <Dice>
-diceOnTable: ArrayList<Dice>
-patternCards: ArrayList <WindowPatternCard>
-objectiveCards: ArrayList <ObjectiveCard>
-toolCards: ArrayList <ToolCard>
-roundOrderPlayers: ArrayList <Player>
-activePlayers: Players
+Game()
+addPlayerToGame(player: Player)
+removePlayerFromGame(player: Player)
+draftDice(nOfDices : int)
+getActivePlayer(): Player
+setActivePlayer()
+setRoundOrderPlayers()
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RoomView
«interface»
ScorePointStrategy
+scorePoint()
Player
-nickname: String
-firstSeen: date
-online: boolean
-inGame: boolean
-lastGameJoined: Room
-activePatternCard: WindowPatternCard
-privateObjectiveCard: ObjectiveCard
-favorToken: int
-points: int
+Player(String nickname)
+assignObjectiveCard(PrivateObjectiveCard card)
+assignPatternCard(WindowPatternCard)
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DeepShades
RowColorVariaty
...
Room
-observers: List<Observer>
-roomId: int
-gameName: String
-singlePlayerMode: boolean
-started: boolean
-maxNOfPlayers: int = 4
-numberOfConnectedPlayer: int
-listOfConnectedPlayer: ArrayList <Player>
-gameAssociated
-gameControllerAssociated
-disconnectedClients: ArrayList<Player>
+Room(String name, Player admin, boolean singlePlayer)
+addPlayer(Player player)
+removePlayer(Player player)
+getListOfConnectedPlayers()
+addDisconnectedClient(Player player)
+getListOfDisconnectedClients(): List<Player>
+isADisconnectedClient(): boolean
+getStarted(): boolean
+setStarted(boolean status)
+setGameAssociated(Game game)
+getGameAssociated(): Game
+setGameControllerAssociated(GameController controller)
+getGameControllerAssociated(): GameController
+getRoomName(): string
+getRoomId(): int
+addObserver(Observer o)
+deleteObserver(Observer o)
+notifyObservers()
RoomController
+room: Room
+RoomController(room: Room)
+connectPlayer(player: Player): boolean
+disconnectPlayer(player: Player): boolean
+launchGame()
+updateRule()
«Interface»
RoomControllerState
+connectPlayer(RoomController context, Player player)
+disconnectPlayer(RoomController context, Player player)
+launchGame()
ServerController
+istance: ServerController
+connectPlayer(Player player)
+disconnectPlayer(Player player)
+createRoom()
+deleteRoom()
+getInstance(): ServerController
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ServerView
Server
-port: int
-defaultMatchmakingTimer: int
-defaultMoveTimer: int
-activeGames: ArrayList<Room>
-onlinePlayers: ArrayList <Player>
-configurationPath: string
-instance: Server
+Server()
+getInstance(): Server
-loadConfiguration()
+addPlayer(player: Player)
+removePlayer(player: Player)
+getDefaultMatchmackinTimer(): int
+getServerPort(): int
+getDefaultMoveTimer(): int
+addRoom(String gameName, Player admin)
+removeRoom(game: Room)
+addPlayer(player: Player)
+removePlayer(player: Player)
RoomStartedState
+connectPlayer(RoomController context, Player player)
+disconnectPlayer(RoomController context, Player player)
+launchGame()
RoomWaitingState
+connectPlayer(RoomController context, Player player)
+disconnectPlayer(RoomController context, Player player)
+launchGame()