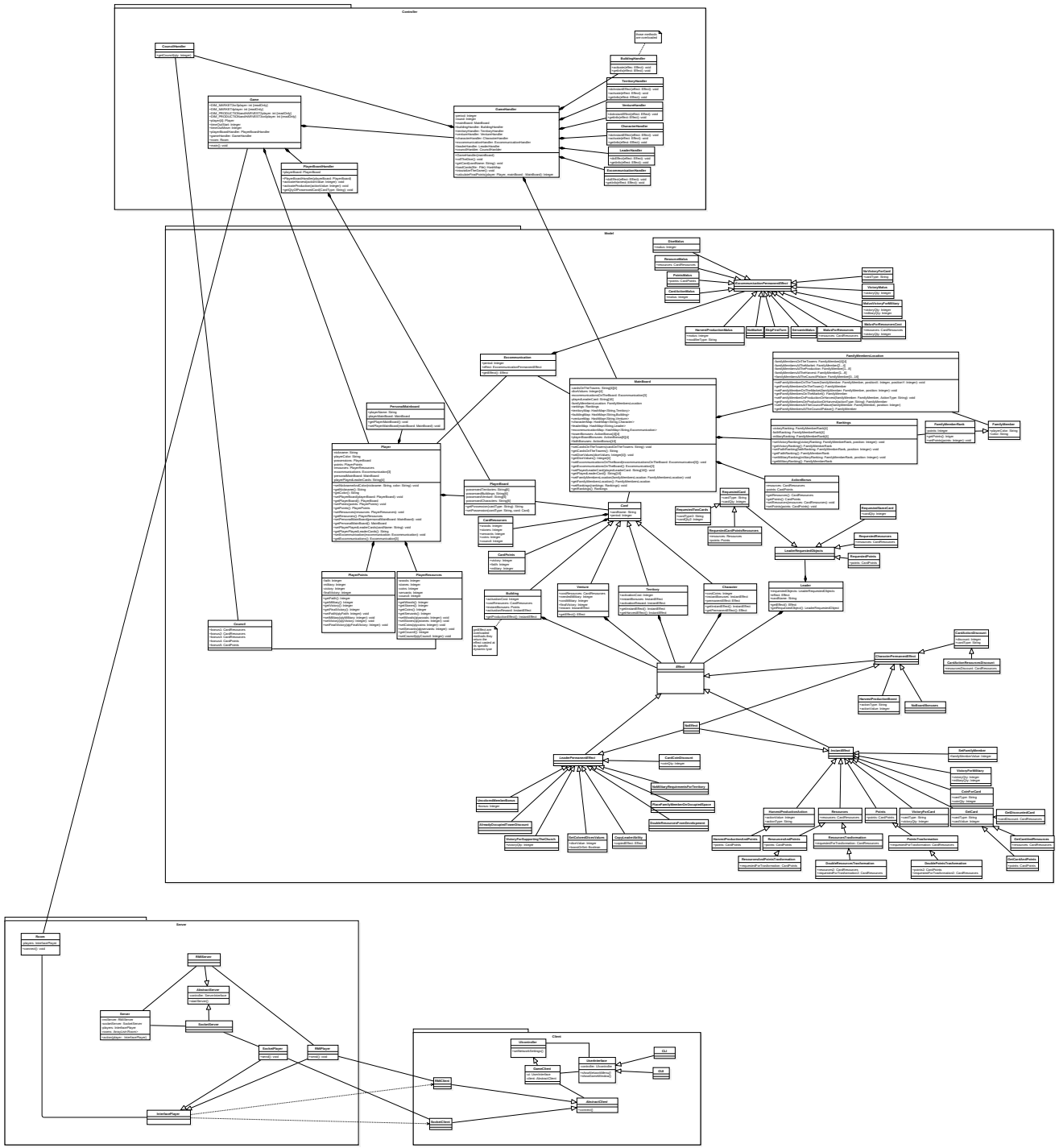
Controller
GameHandler
getGameState: Integer
Game
+DISE_MINISTERSplayer: int[maxDis]
+DISE_MINISTERSscore: int[maxDis]
+DISE_PRODUCTIONandINFRASTCplayer: int[maxDis]
+DISE_PRODUCTIONandINFRASTCscore: int[maxDis]
+player[0]: Player
+timerDuration: Integer
+currentPlayer: Integer
+playerBoardHandler: PlayerBoardHandler
+gameHandler: GameHandler
+round: Round
+init(): void
PlayerBoardHandler
+playerBoard: PlayerBoard
+PlayerBoardHandler(playerBoard: PlayerBoard)
+activateProduction(productionSlot: Integer): void
+activatePlaceMemberOnBoard(slot: Integer): void
+getQuickPreviewsonCard(cardType: String): void
GameHandler
period: Integer
round: Integer
mainBoard: MainBoard
+buildingHandler: BuildingHandler
+tentacleHandler: TentacleHandler
+ventureHandler: VentureHandler
+characterHandler: CharacterHandler
+leaderHandler: LeaderHandler
+recommendationHandler: RecommendationHandler
+boardHandler: LeaderHandler
+boardHandler: RecommendationHandler
+GameHandler(mainBoard)
+initTheBoard(): void
+getCardsonBoard(name: String): void
+loadCardsOn_Flag: HashMap
+getPlayerOrder(): void
+calculateFinalPoints(player: Player, mainBoard: MainBoard): Integer
Round
+initRound(): void
+getCurrentPlayer(): Integer
+getNextPlayer(): void
+setNextPlayer(): void
+getPlayerOrder(): void
+setPlayerOrder(): void
Client
+id: Integer
+name: String
+getPlayerMainBoard(): void
+setPlayerMainBoard(mainBoard: MainBoard): void
Model
DiceStatus
+value: Integer
ResourceMalus
+resources: CardResources
PointsMalus
+points: CardPoints
CardActionMalus
+malus: Integer
EnumerationPermanentEffect
NetVictoryPoint Card
+netType: String
VictoryMalus
+victoryQty: Integer
MaturityVictoryPoint Military
+victoryQty: Integer
+victoryCondition: Integer
MalusPerResources Card
+resources: CardResources
+victoryQty: Integer
HarvestProductionMalus
+malus: Integer
+malusType: String
SoldiersLost
RightTurnTurn
DocumentMalus
MalusPerResources
+resources: CardResources
Recommendation
+period: Integer
+effect: EnumerationPermanentEffect
+getEffect(): Effect
MainBoard
+cardsOnTheTowers_String[4][4]
+diceIndexes: Integer[3]
+enumerationsandOnTheBoard: Enumeration[3]
+boardMembersLocation: FamilyMembersLocation
+ratings: Rankings
+tentacleMap: HashMap<String,Tentacle>
+buildingMap: HashMap<String,Building>
+ventureMap: HashMap<String,Venture>
+characterMap: HashMap<String,Character>
+leaderMap: HashMap<String,Leader>
+recommendationMap: HashMap<String,Recommendation>
+haveBonuses: ActionBonus[3][3]
+haveBonusesOnTheBoard: ActionBonus[3][3]
+activeBonuses: ActionBonus[3][3]
+setCardsOnTheTowers(cardOnTheTowers: String): void
+getCardsOnTheTowers(): String
+setDiceIndexes(diceIndexes: Integer[3]): void
+getDiceIndexes(): Integer[3]
+setEnumerationsandOnTheBoard(enumerationsandOnTheBoard: Enumeration[3]): void
+getEnumerationsandOnTheBoard(): Enumeration[3]
+setPlayedLeaderCards(playedLeaderCard: String[16]): void
+getPlayedLeaderCards: String[16]
+setBoardMembersLocation(boardMembersLocation: FamilyMembersLocation): void
+getBoardMembersLocation(): FamilyMembersLocation
+setRankings(ratings: Rankings): void
+getRankings(): Rankings
FamilyMembersLocation
[family]MembersOnTheTowers: FamilyMember[3][4]
[family]MembersOnTheBoard: FamilyMember[3]
[family]MembersOnTheProduction: FamilyMember[0 ... 8]
[family]MembersOnTheHarvest: FamilyMember[0 ... 8]
[family]MembersOnTheCouncilPalace: FamilyMember[0 ... 12]
+setFamilyMembersOnTheTowers(family[MembersOnTheTowers: FamilyMember, positionX: Integer, positionY: Integer): void
+getFamilyMembersOnTheTowers(): FamilyMember
+setFamilyMembersOnTheBoard(family[MembersOnTheBoard: FamilyMember, position: Integer): void
+getFamilyMembersOnTheBoard(): FamilyMember
+setFamilyMembersOnTheProduction(family[MembersOnTheProduction: FamilyMember, actionType: String): void
+getFamilyMembersOnTheProduction(): FamilyMember
+setFamilyMembersOnTheHarvest(family[MembersOnTheHarvest: FamilyMember, position: Integer): void
+getFamilyMembersOnTheHarvest(): FamilyMember
+setFamilyMembersOnTheCouncilPalace(family[MembersOnTheCouncilPalace: FamilyMember, position: Integer): void
+getFamilyMembersOnTheCouncilPalace(): FamilyMember
PersonalMainboard
+playerName: String
+playerMainBoard: MainBoard
+getPlayerMainBoard(): void
+setPlayerMainBoard(playerMainBoard: MainBoard): void
Rankings
victoryRanking: FamilyMemberRank[0]
militaryRanking: FamilyMemberRank[0]
faithRanking: FamilyMemberRank[0]
+setVictoryRanking(victoryRanking: FamilyMemberRank, position: Integer): void
+getVictoryRanking(): FamilyMemberRank
+setFaithRanking(faithRanking: FamilyMemberRank, position: Integer): void
+getFaithRanking(): FamilyMemberRank
+setMilitaryRanking(militaryRanking: FamilyMemberRank, position: Integer): void
+getMilitaryRanking(): FamilyMemberRank
FamilyMemberRank
points: Integer
+getPoints(): Integer
+setPoints(points: Integer): void
FamilyMember
+color: Color, String
+color: String
Player
nickname: String
playerColor: String
possessions: PlayerBoard
+cards: Card[]
resources: PlayerResources
+resourcesMalus: ResourceMalus[0]
+pointsMalus: PointsMalus[0]
+playerPlayedLeaderCards: String[4]
+getPlayerPlayedLeaderCards(): String
+setNbUsersInCards(nbUsersInCard: String, value: String): void
+getNbUsersInCards(): Integer
+getCards(): String
+setPlayerBoard(playerBoard: PlayerBoard): void
+getPlayerBoard(): PlayerBoard
+setPoints(points: PlayerPoints): void
+getPoints(): PlayerPoints
+setPlayerResources(playerResources: PlayerResources): void
+getPlayerResources(): PlayerResources
+setPersonalMainBoard(personalMainBoard: MainBoard): void
+getPersonalMainBoard(): MainBoard
+setPlayerPlayedLeaderCards(nickname: String): void
+getPlayerPlayedLeaderCards(): String
+setEnumerationsandOnTheBoardinside: Enumeration): void
+getEnumerationsandOnTheBoard(): Enumeration[3]
PlayerBoard
possessionDiceIndex: String[3]
possessionCardsIndex: String[3]
possessionDiscount: String[3]
possessionCharacters: String[3]
+getPossessions(cardType: String): String
+setPossessions(cardType: String, card: Card)
Card
cardId: Integer
cardName: String
+getCardId(): Integer
CardResources
+coins: Integer
+stones: Integer
+servants: Integer
+malus: Integer
+coins2: Integer
CardPoints
+victory: Integer
+faith: Integer
+military: Integer
RequiredCard
+cardType: String
+cardQty: Integer
RequiredTwoCards
+cardType1: String
+cardQty1: Integer
RequiredCardPointsResources
resources: Resources
points: Points
ActionBonus
resources: CardResources
points: CardPoints
+getResources(): CardResources
+setResources(): void
+getPoints(points: CardPoints): void
+setPoints(points: CardPoints): void
RequiredSameCard
+cardQty: Integer
RequiredResources
resources: CardResources
LeaderRequiredObjects
RequiredPoints
points: CardPoints
Leader
requiredObjects: LeaderRequiredObjects
+value: Integer
+cardName: String
+getEffect(): Effect
+getRequiredObject(): LeaderRequiredObject
PlayerPoints
faith: Integer
military: Integer
victory: Integer
+faithVictory: Integer
+getFaith(): Integer
+setFaith(): void
+getVictory(): Integer
+setVictory(): void
+setMilitary(militaryVictory: Integer): void
+setVictory(victoryVictory: Integer): void
+setFaithVictory(pFaithVictory: Integer): void
PlayerResources
servants: Integer
stones: Integer
coins: Integer
+servants: Integer
+coins2: Integer
+getCoins(): Integer
+setCoins(coins: Integer): void
+getStones(): Integer
+setStones(stones: Integer): void
+getServants(): Integer
+setServants(servants: Integer): void
+getCoins2(): Integer
+setCoins2(coins2: Integer): void
Council
+council: CardResources
+council: CardResources
+council: CardResources
+council: CardPoints
+council: CardPoints
Building
+activationCost: Integer
+costResources: CardResources
+resourceBonuses: Points
+getActivationCost(): Integer
+setFreeactivationCost(): Integer
getEffect: or
+effect: Effect
+activeBy: Bool
+effect: Effect
+effect: camera1.id
+effect: Effect
+params: type
Venture
+costResources: CardResources
+costNeedMilitary: Integer
+victory: Integer
+finalVictory: Integer
+initiator: InitiatorEffect
+getEffect(): Effect
Territory
+activationCost: Integer
+costBonuses: InitiatorEffect
+activationReward: InitiatorEffect
+getAvailableEffect(): InitiatorEffect
+getRewardEffect(): InitiatorEffect
Character
+costCoins: Integer
+costBonuses: InitiatorEffect
+activationReward: InitiatorEffect
+getAvailableEffect(): InitiatorEffect
+getRewardEffect(): InitiatorEffect
Effect
CharacterPermanentEffect
CardActionBonuses
+resources: Integer
+cardType: String
CardActionBonusesDiscount
+resourceDiscount: CardResources
HarvestProductionBonus
+victorType: String
+victorValue: Integer
SoldiersBonuses
BuildingEffect
LeaderPermanentEffect
CardCostDiscount
+cardQty: Integer
SoldiersRequirementsForTerritory
ForeachFamilyMemberOnGroupsObject
DoubleResourceFromOccupationsEffect
UnordinedMemberBonus
+Bonus: Integer
ForeachGroupsCostDiscount
+FamilyPerHappyingTileCheck
+victoryQty: Integer
SetOrderedGivenValues
+initiatorValue: Integer
+bonusOrder: Boolean
CopyLeaderAbility
+leaderEffect: Effect
VentureEffect
SetFamilyMember
+familyMemberValue: Integer
VictoryPerMilitary
+victoryQty: Integer
+militaryQty: Integer
CostFreeCard
+cardType: String
+cardQty: Integer
GetCard
+cardType: String
+cardValue: Integer
GetDiscountedCard
+cardDiscount: CardResources
HarvestProductionValue
+valueValue: Integer
+valueType: String
Resources
+resources: CardResources
Points
+points: CardPoints
VictoryPerCard
+cardType: String
+victoryQty: Integer
HarvestProductionPoints
+points: CardPoints
ResourcesAndPoints
+points: CardPoints
ResourceTransformation
+resourceFromTransformation: CardResources
PointsTranformation
+requiredPoinTransformation: CardResources
ResourcesAndPointsTransformation
+resourceFromTransformation: CardPoints
DoubleResourcesTransformation
+resource1: CardResources
+requiredPoinTransformation2: CardResources
DoublePointsTransformation
+point1: CardPoints
+requiredPoinTransformation2: CardResources
SetCardsPoints
+points: CardPoints
Server
Room
+players: InterfacePlayer
+init(): void
RMIServer
SocketServer
Server
+setServer: InterfaceServer
+startServer(): void
+stopServer: InterfacePlayer
+players: ArrayLeftPlayer
+backlogplayer: InterfacePlayer
SocketServer
SocketPlayer
+init(): void
RMIPlayer
+init(): void
InterfacePlayer
Client
Controller
+setNetworkSettings()
UserInterface
+controller: Controller
+showNetworkSettingsUI
+showGameSettingsUI
CLI
GUI
NetworkClient
+id: InterfaceClient
+lock: AbstractClient
AbstractClient
+connect()
RMIClient
SocketClient