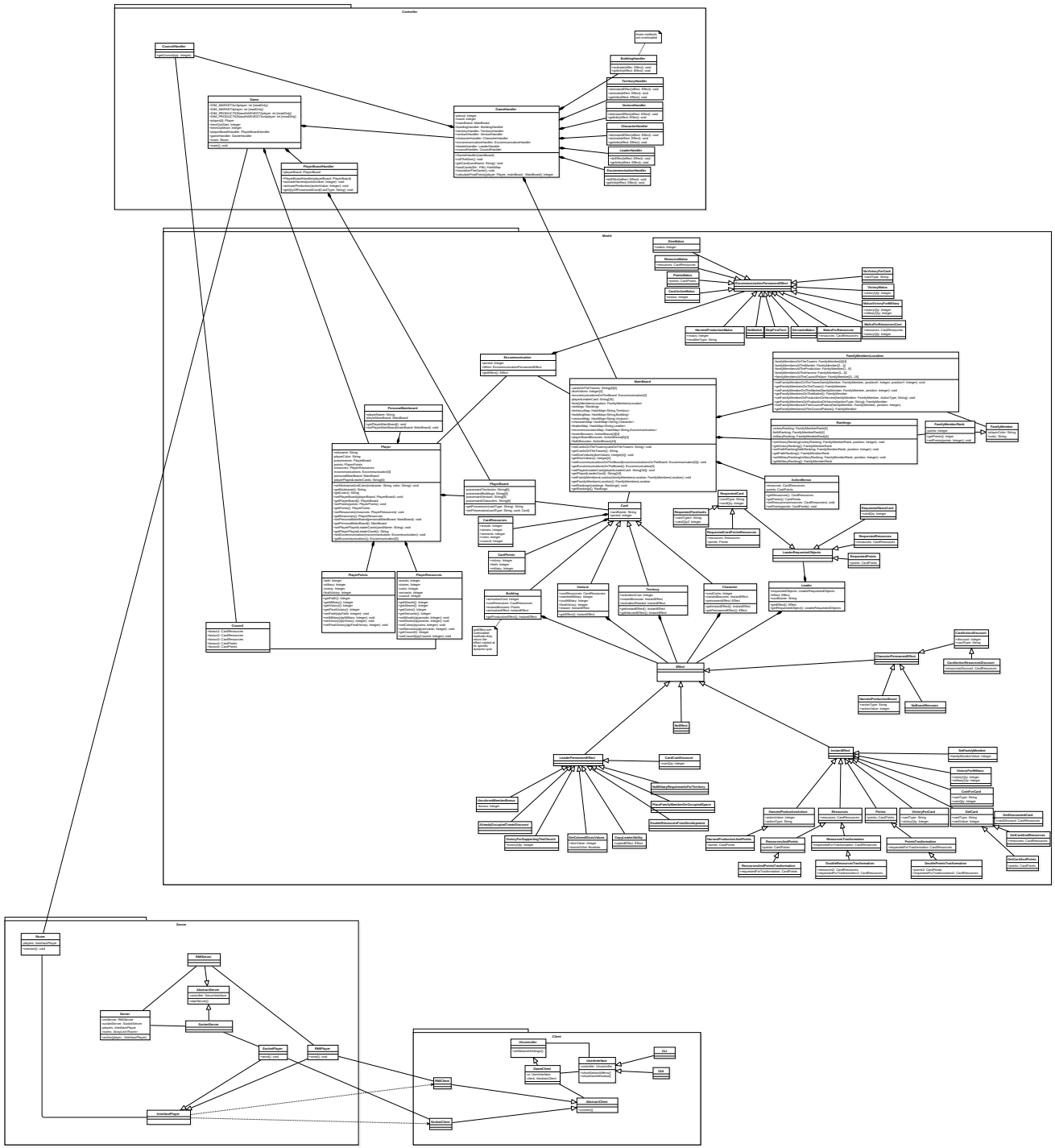
Controller
GameHandler
getGameState: Integer
Game
+DISE_MINISTERSplayer: int[maxDisk]
+DISE_MINISTERSscore: int[maxDisk]
+DISE_PRODUCTIONandINFRASTSplayer: int[maxDisk]
+DISE_PRODUCTIONandINFRASTScore: int[maxDisk]
+players[4]: Player
+timerDuration: Integer
+currentPlayer: Integer
+playerBoardHandler: PlayerBoardHandler
+gameHandler: GameHandler
+init(): Room
+reset(): void
PlayerBoardHandler
+playerBoard: PlayerBoard
+*PlayerBoardHandler(playerBoard: PlayerBoard)
+addCardToPlayerBoard(card: Card): void
+activateProduction(productionValue: Integer): void
+getQtyOfPowerseedCard(Type: String): void
GameHandler
period: Integer
round: Integer
mainBoard: MainBoard
+buildingHandler: BuildingHandler
+tentacleHandler: TentacleHandler
+ventureHandler: VentureHandler
+characterHandler: CharacterHandler
+leaderHandler: LeaderHandler
+recommendationHandler: RecommendationHandler
+boolsHandler: LeaderHandler
+boolsHandler: RecommendationHandler
+GameHandler(mainBoard)
+initTheBoard(): void
+getCardsonRoster: String): void
+loadCardsOn_Flat(): HashMap
+getCardsOn_Flat(): Card
+calculateFinalPoints(player: Player, mainBoard: MainBoard): Integer
BuildingHandler
+activateOffer: Effect): void
+getOfferEffect: Effect): void
TentacleHandler
+activateEffect(offer: Effect): void
+getOfferEffect: Effect): void
VentureHandler
+ventureEffect(offer: Effect): void
+getOfferEffect: Effect): void
CharacterHandler
+activateEffect(offer: Effect): void
+getOfferEffect: Effect): void
LeaderHandler
+getOfferEffect: Effect): void
+activateOffer: Effect): void
RecommendationHandler
+initTheBoard(offer: Effect): void
+getOfferEffect: Effect): void
Model
DiceStatus
+value: Integer
ResourceStatus
+resources: CardResources
PointsStatus
+points: CardPoints
CardSelectionStatus
+value: Integer
RecommendationPermanentEffect
NetVictoryPerCard
+cardType: String
VictoryMalus
+victoryQty: Integer
MaturityVictoryPerMilitary
+victoryQty: Integer
+militaryQty: Integer
MalusPerResources(int)
+resources: CardResources
+victoryQty: Integer
HarvestProductionMalus
+value: Integer
+leaderType: String
NoBonus
RightTurnTrack
RecommendationMalus
MalusPerResources
+resources: CardResources
Recommendation
+period: Integer
+effect: RecommendationPermanentEffect
+getEffect(): Effect
MainBoard
+cardsOnTheTowers: String[][4]
+diceHavers: Integer[4]
+recommendationsOnTheBoard: Recommendation[4]
+familyMembersOnTheBoard: Integer[4]
+familyMembersLocations: FamilyMembersLocation
+ratings: Ratings
+boardBuildings: HashMap<String,Tentacle>
+boardLeaders: HashMap<String,Building>
+boardBuildings: HashMap<String,Leaders>
+boardLeaders: HashMap<String,Character>
+boardCharacters: HashMap<String,Venture>
+recommendationMap: HashMap<String,Recommendation>
+haveBonuses: ActionBonus[0][4]
+haveBonusesPerRecommendation: ActionBonus[0][4]
+totalBonuses: ActionBonus[4]
+setCardsOnTheTowers(cardsOnTheTowers: String): void
+getCardsOnTheTowers(): String
+setDiceHavers(diceHavers: Integer[4]): void
+getDiceHavers(): Integer[4]
+setRecommendationsOnTheBoard(recommendationsOnTheBoard: Recommendation[4]): void
+getRecommendationsOnTheBoard(): Recommendation[4]
+setFamilyMembersOnTheBoard(familyMembersOnTheBoard: Integer[4]): void
+getFamilyMembersOnTheBoard(): Integer[4]
+setFamilyMembersLocations(familyMembersLocations: FamilyMembersLocation): void
+getFamilyMembersLocations(): FamilyMembersLocation
+setRatings(ratings: Ratings): void
+getRatings(): Ratings
FamilyMembersLocation
-familyMembersOnTheTowers: Integer[0][4]
-familyMembersOnTheBoard: Integer[0][4]
-familyMembersOnTheFarmyard: Integer[0][4]
-familyMembersOnTheCouncilPalace: FamilyMember[0...12]
+setFamilyMembersOnTheTower(familyMember: FamilyMember, positionX: Integer, positionY: Integer): void
+getFamilyMembersOnTheTower(): Integer
+setFamilyMembersOnTheBoard(familyMember: FamilyMember, position: Integer): void
+getFamilyMembersOnTheBoard(): FamilyMember
+setFamilyMembersOnFarmyard(familyMember: FamilyMember, actionType: String): void
+getFamilyMembersOnFarmyard(actionType: String): FamilyMember
+setFamilyMembersOnTheCouncilPalace(familyMember: FamilyMember, position: Integer): void
+getFamilyMembersOnTheCouncilPalace(): FamilyMember
Ratings
victoryRanking: FamilyMemberRank[0]
militaryRanking: FamilyMemberRank[0]
resRanking: FamilyMemberRank[0]
+setVictoryRanking(victoryRanking: FamilyMemberRank, position: Integer): void
+getVictoryRanking(): FamilyMemberRank
+setMilitaryRanking(militaryRanking: FamilyMemberRank, position: Integer): void
+getMilitaryRanking(): FamilyMemberRank
+setResRanking(resRanking: FamilyMemberRank, position: Integer): void
+getResRanking(): FamilyMemberRank
FamilyMemberRank
points: Integer
+getPoints(): Integer
+setPoints(points: Integer): void
FamilyMember
+color: String
+getColor(): String
PersonalBoard
+playerName: String
+playerMainBoard: MainBoard
+*PersonalBoard()*: void
+*PersonalBoard(mainBoard: MainBoard)*: void
Player
+nickname: String
+playerColor: String
+personalBoard: PlayerBoard
+playerPoints: PlayerPoints
+resources: PlayerResources
+ecommunications: Ecommunication[0]
+activeCards: Card[0...6]
+playerPlayedLeaderCards: String[0]
+getNickname(): String
+setNickname(nickCandidate(nickname: String, color: String): void
+getColor(): String
+setColor(): void
+setPlayerBoard(playerBoard: PlayerBoard): void
+getPlayerBoard(): PlayerBoard
+setPlayerPoints(points: PlayerPoints): void
+getPoints(): PlayerPoints
+setPlayerResources(resources: PlayerResources): void
+getResources(): PlayerResources
+setPersonalMainBoard(personalMainBoard: MainBoard): void
+getPersonalMainBoard(): MainBoard
+setPlayerPlayedLeaderCards(nickname: String): void
+getPlayerPlayedLeaderCards(): String
+setEcommunications(ecommunications: Ecommunication): void
+getEcommunications(): Ecommunication[0]
PlayerBoard
possessedTentacles: String[0]
possessedBuildings: String[0]
possessedVentures: String[0]
possessedCharacters: String[0]
+getPossessesCard(cardType: String): String
+setPossessesCard(cardType: String, card: Card)
Card
+cardId: int, String
+cardName: String
CardResources
+coins: Integer
+stones: Integer
+servants: Integer
+wood: Integer
+coins2: Integer
CardPoints
+victory: Integer
+faith: Integer
+military: Integer
RequestedCard
+cardType: String
+cardQty: Integer
RequestedPlusCard
+cardType2: String
+cardQty2: Integer
RequestedCardPlusResources
+resources: Resources
+points: Points
ActionBonus
+resources: CardResources
+points: CardPoints
+getResources(): CardResources
+setResources(resources: CardResources): void
+getPoints(points: CardPoints): void
+setPoints(points: CardPoints): void
RequestedSameCard
+cardQty: Integer
RequestedResources
+resources: CardResources
LeaderRequestedObjects
RequestedPoints
+points: CardPoints
Leader
+requestedObjects: LeaderRequestedObjects
+effect: Effect
+cardName: String
+getEffect(): Effect
+getRequestedObject(): LeaderRequestedObjects
PlayerPoints
+faith: Integer
+military: Integer
+victory: Integer
+militaryVictory: Integer
+militaryQty: Integer
+getFaithVictory(): Integer
+setFaithVictory(victory: Integer): void
+setMilitaryQty(qtyMilitary: Integer): void
+setMilitaryQty(): Integer
+setFaithVictory(qtyFaithVictory: Integer): void
PlayerResources
+coins: Integer
+stones: Integer
+wood: Integer
+servants: Integer
+coins2: Integer
+getCoins(): Integer
+setCoins(coins: Integer): void
+getStones(): Integer
+setStones(stones: Integer): void
+getWood(): Integer
+setWood(wood: Integer): void
+getServants(): Integer
+setServants(servants: Integer): void
+getCoins2(): Integer
+setCoins2(coins2: Integer): void
Council
+bonus1: CardResources
+bonus2: CardResources
+bonus3: CardResources
+bonus4: CardPoints
+bonus5: CardPoints
Building
+activationCost: Integer
+costResources: CardResources
+resourceBonuses: Points
+effect: BuildingPermanentEffect
+getPermanentEffect(): BuildingPermanentEffect
getEffect.or
+effect: Effect
+activate: Bool
+effectQty: Int
+effect: Effect
+effect cancel.at
+effect: Effect
+parent: type
Venture
+costResources: CardResources
+costSkillMilitary: Integer
+costFaith: Integer
+finalVictory: Integer
+effect: InstantEffect
+getEffect(): InstantEffect
Territory
+activationCost: Integer
+costEffect: InstantEffect
+activationBonus: InstantEffect
+permanentEffect: PermanentEffect
+getPermanentEffect(): PermanentEffect
Character
+costCoins: Integer
+costBonuses: InstantEffect
+effect: InstantEffect
+permanentEffect: PermanentEffect
+getPermanentEffect(): Effect
Effect
CharacterPermanentEffect
CardsIncludeBonuses
+bonuses: Integer
+bonusType: String
CardSelectionBonusesDiscount
+resourceDiscount: CardResources
HarvestProductionBonus
+victoryType: String
+victoryValue: Integer
NoBonuses
NoEffect
LeaderPermanentEffect
CardCostDiscount
+cardQty: Integer
UnderstandMaterialBonus
+Bonus: Integer
AllowsDiscountFromBonuses
NoMilitaryRequirementForTerritory
PlayerFamilyMembersOnGroupsAllowed
DoubleResourceFromGetcampaign
InstantEffect
SetFamilyMember
+familyMemberValue: Integer
VictoryPerMilitary
+victoryQty: Integer
+militaryQty: Integer
CardPerCard
+cardType: String
+cardQty: Integer
HarvestProductionValue
+activationValue: Integer
+resourceType: String
Resources
+resources: CardResources
Points
+points: CardPoints
VictoryPerCard
+cardType: String
+victoryQty: Integer
GetCard
+cardType: String
+cardValue: Integer
GetDiscountedCard
+discountCost: CardResources
GetCardsFromResources
+resources: CardResources
HarvestPointsBonus
+points: CardPoints
ResourceandPoints
+points: CardPoints
ResourceTransformation
+requiredForTransformation: CardResources
PointsTransformation
+requiredForTransformation: CardResources
GetCardsFromPoints
+points: CardPoints
ResourceandPointsTransformation
+requiredForTransformation: CardPoints
DoubleResourceTransformation
+resources1: CardResources
+requiredForTransformation2: CardResources
DoublePointsTransformation
+points1: CardPoints
+requiredForTransformation2: CardResources
Server
Room
+players: InterfacePlayer
+init(): void
RMIServer
SocketServer
Server
+setServer: InterfaceServer
+startServer(): void
+stopServer: InterfacePlayer
+players: ArrayLists<Player>
+lookingplayer: InterfacePlayer
SocketServer
SocketPlayer
+run(): void
RMIPlayer
+run(): void
InterfacePlayer
Client
UiController
+setNetworkSettings()
UserInterface
+setController: UiController
+showNetworkSettingsUI
+showGameSettingsUI
CLI
GUI
NetworkClient
+ui: InterfaceUser
+lock: AbstractClient
AbstractClient
+connect()
RMIClient
SocketClient