

HotelGameController

- model : HotelGameModel
- view : HotelGameView
- playerPositions : int[]
- squareContents : String[]
 playerMarkers : boolean[][]
- + HotelGameController(model : HotelGameModel, view : HotelGameView)
- + playGame()
- + rollDice() : private
- + movePlayer(roll : int) : private
- + setPlayerPos(playerIndex : int, oldPos : int, newPos : int) : private
- + checkSquare(squareIndex : int) : private
- + updatePlayerMoneyLabels() : private
- + initializeCounters() : private
- + updateSquareText(squareIndex : int) : private
- + setupKeyListener() : private

Responsibilities

- -- Managing game flow and logic.
- -- Handling game state and rendering updates.
- -- Handling and responding to user input.
- -- Modifying the model according to game rules.
- Handling game events like dice rolls and player movements.
- Checking and handling the state of the game board squares.
- Updating player money labels.
- -- Initializing player markers.
- -- Updating square text on the board.
- -- Setting up key listener for user inputs.

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HotelGUI

Package::java.lang.Object

+ main(args : String[]) : void

Responsibilities

- -- Create a new game model.
- -- Create a new view using the model.
- -- Create a new controller using the model and view.
- -- Start the game.

Responsibilities -- Create and set -- Set up all pane

playerTurnLabel : JLabelplayer1MoneyLabel : JLabel

diceRollLabel: JLabel

- squareLabels : JLabel[]

cheatModeLabel : JLabel

+ getDiceRollLabel() : JLabel

+ getPlayerTurnLabel() : JLabel

+ getSquareLabels() : JLabel[]

+ getPlayer1MoneyLabel() : JLabel

+ getPlayer2MoneyLabel(): JLabel

+ updatePlayerTurn(playerTurn : int)

boardPanel : JPanel

- player2MoneyLabel : JLabel

-- Create and set up the main frame for the game.

+ HotelGameView(model: HotelGameModel)

+ addFrameKeyListener(listener : KeyListener)

+ updateCheatMode(cheatMode : boolean)

-- Set up all panels and labels, including those for the board, money, player turn, and cheat mode.

HotelGameView Package::javax.swing.JFrame

- -- Update the cheat mode label when the cheat mode status changes.
- -- Update the player turn label when the player turn changes.
- Provide getter methods for accessing the dice roll, player turn, and player money labels.
- Provide a method for adding a key listener to the frame to handle user input.
- -- Provide a getter method for accessing the square labels on the board.
- Display the game's UI.