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ECSE223 Deliverable 3

Statement of work

Younes :

- public Game newGame(int nPlayers) throwsInvalidInputException

- public void setStartingTile(int nPlayer, Tile t, Game game) throws InvalidInputException

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Anthony :

- public void addRegularTile(int x, int y, Game game)

- public void addActionTile(int x, int y, Game game, int inactivityPeriod)

- public void addHiddenTile(int x, int y, Game game)

- public void removeTile(Tile tile, Game game)

Vincent :

- public void startGame(Game selectedGame) throws InvalidInputException

- public void saveGame(String filename)

- public Game loadGame(String filename) throws InvalidInputException

Sam :

- public ArrayList<Tile> playRollDieActionCard() throws InvalidInputException

- public void playConnectTilesActionCard(Tile t1, Tile t2) throws InvalidInputException

- public void playRemoveConnectionActionCard(Tile t1, Tile t2) throws InvalidInputException

- public void playTeleportActionCard(Tile t) throws InvalidInputException

Gabriel :

- public void createDeck(int nExtraTurn, int nNewConn, int nRmConn, int nTel, Game game) throws InvalidInputException

- public ArrayList<Tile> rollDie()

- public void land(Tile tile) throws InvalidInputException

James :

- public void addConnection(Tile t1, Tile t2, Game game) throws InvalidInputException

- public void removeConnection(Tile t2, Tile t2, Game game) throws InvalidInputException