

Wildcats 1 CRC Cards

- User
- Piece
 - Subclasses of piece (pawn, bishop...)
- gameLogic
- Move
- Board
- Square
- GameManager
- ioController
- Login
- All the GUI specific classes

User

Responsibilities

id
name
gamesWon
gamesLost
color
~~playing(boolean, true if it is this player's turn)~~

Collaborators

~~GameManager~~

Board

Responsibilities

getBoardState
updateBoard
getImageData

Collaborators

GameManager

Square

Responsibilities

color
piece
position
firstOrLastRow (boolean. True if in row 1 or 8)

Collaborators

Board
GameManager
GameLogic
Pieces

Abstract
Interface

Piece

Responsibilities

color
location
eliminated
getPossibleMoves

currTile
moveList
~~getImageData (for visualising each
piece)~~

Collaborators

~~GameManager~~

PawnPiece

Responsibilities

color
location
eliminated
getPossibleMoves

getInLastRow
inLastRow
getDoubleStepped
doubleStepped
getMoves
currTile
moveList
getImageData (for visualising each piece)

Collaborators

GameManager

KingPiece

Responsibilities

getUnmoved
 unmoved (for checking if the piece has
 been moved)
 getMoves
 currTile
 moveList
 getImageData (for visualising each
 piece)

Collaborators

GameManager

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Pieces

Abstract Interface

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Collaborators

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Collaborators

GameManager

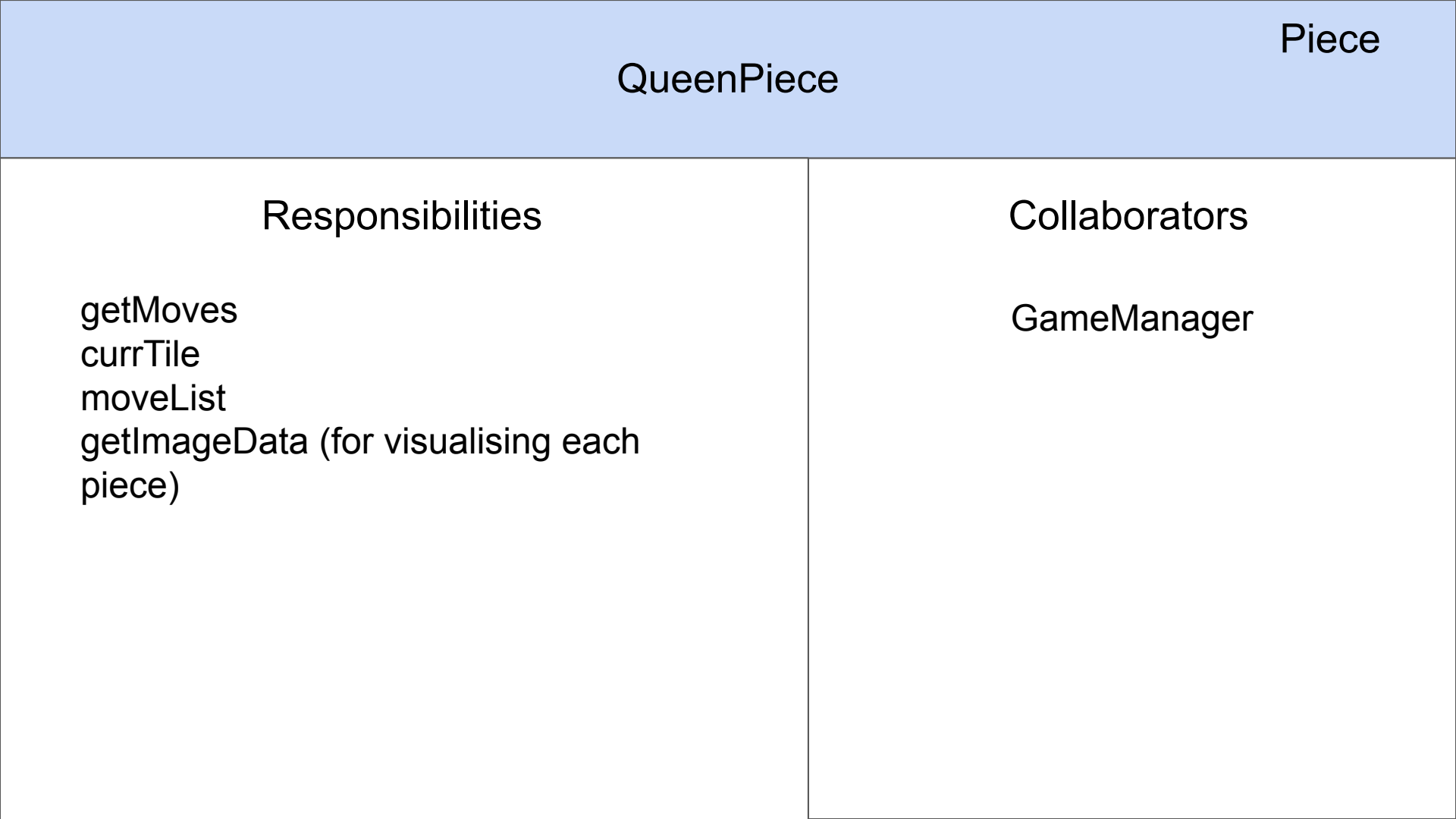
KingPiece

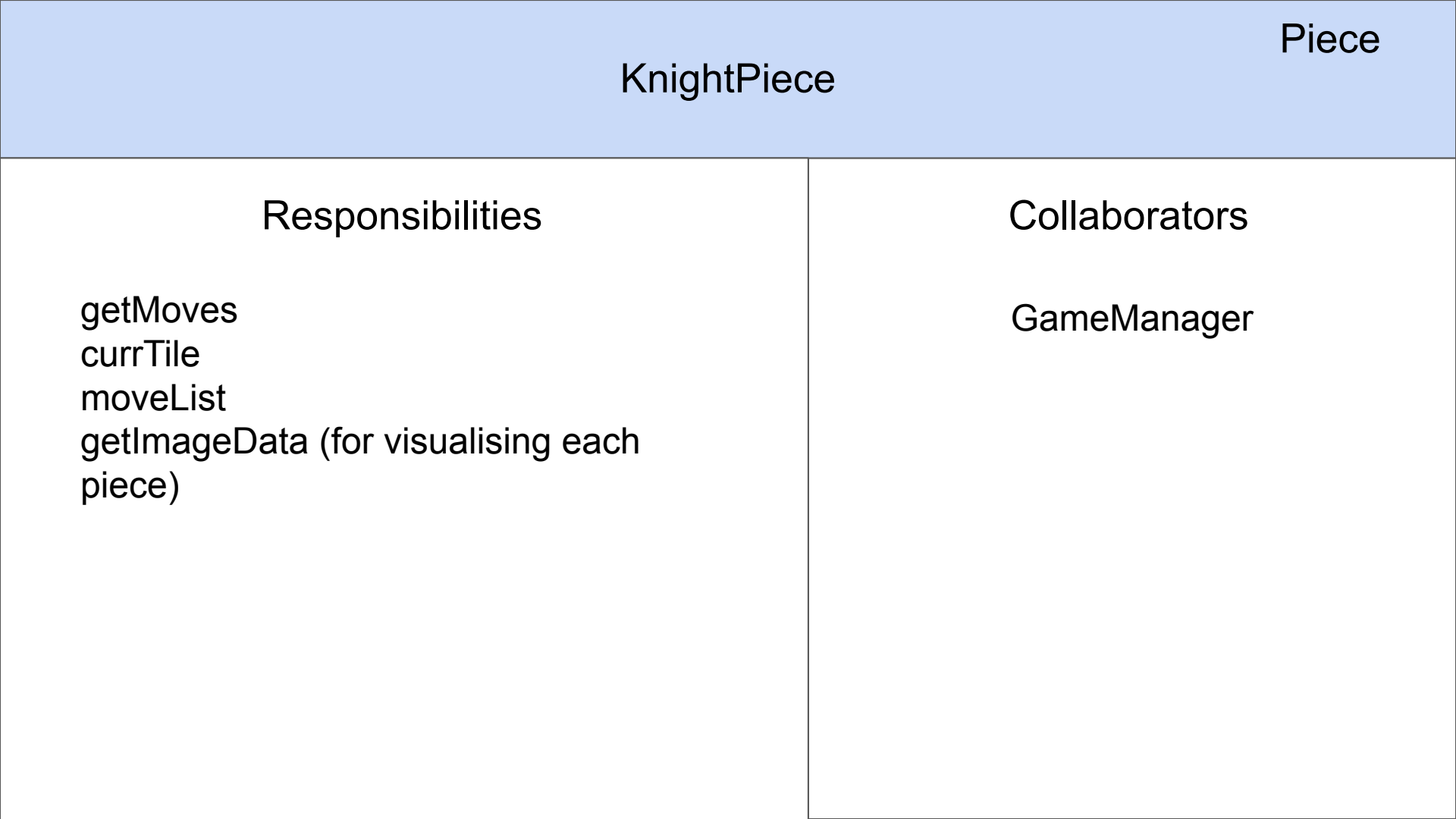
Responsibilities

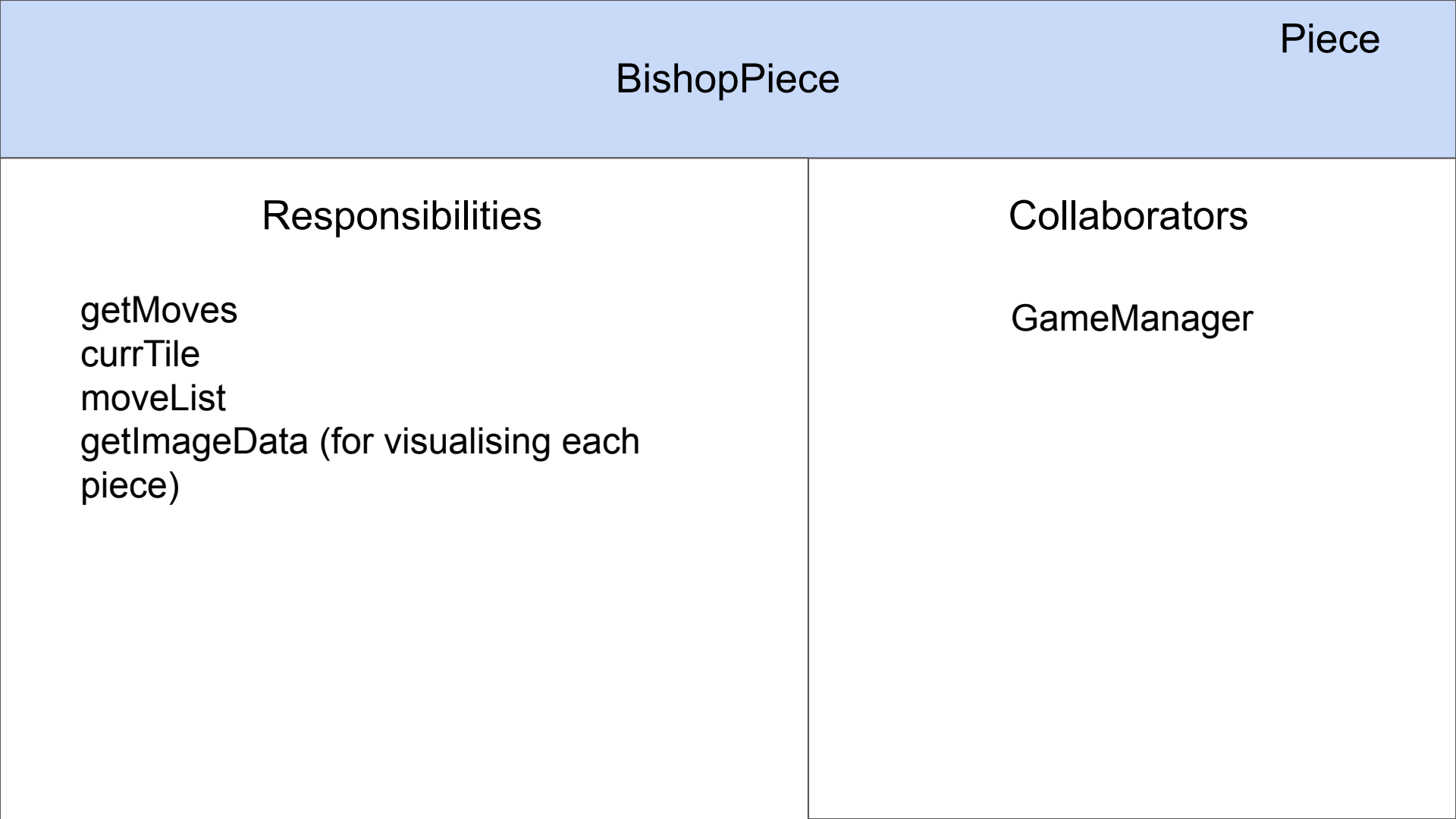
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 currTile
 moveList
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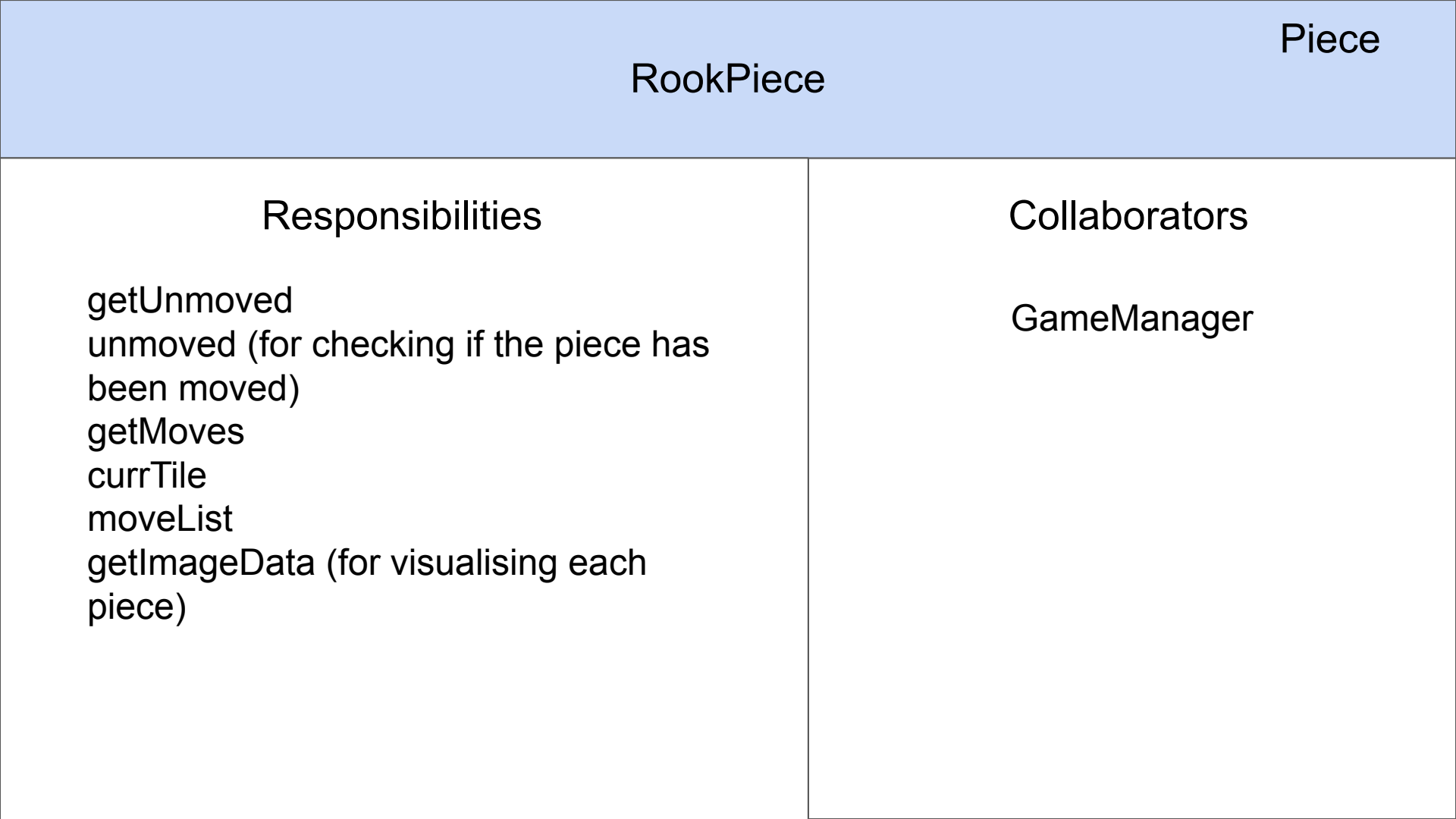
Collaborators

GameManager









GameManager

Responsibilities

Board -> Piece[][]

whitePiecesOut

blackPiecesOut

playerWhite

playerBlack

playerInTurn

makeMove

startGame

endGame

~~displayMoveAsCoordinates~~

~~initialiseDisplay~~

~~updatePlayingUser~~

~~currentPlayer~~

~~playersList~~

Collaborators

User

Board

Square

gameLogic

~~GameLogie~~

Responsibilities

getPossibleMoves (calling getMoves in
the piece subclasses)

winConditions

promotePawn

Collaborators

Board

Piece

GameManager

UserInterface

Responsibilities

loginUser

Collaborators

Matchmaker
GameManager

Move

Responsibilities

color
code

getMove
checkValidMove

Collaborators

GameManager
GameLogic
UserInterface

Login

Responsibilities

inputUsername
inputPassword
checkInfo
getUserInfo

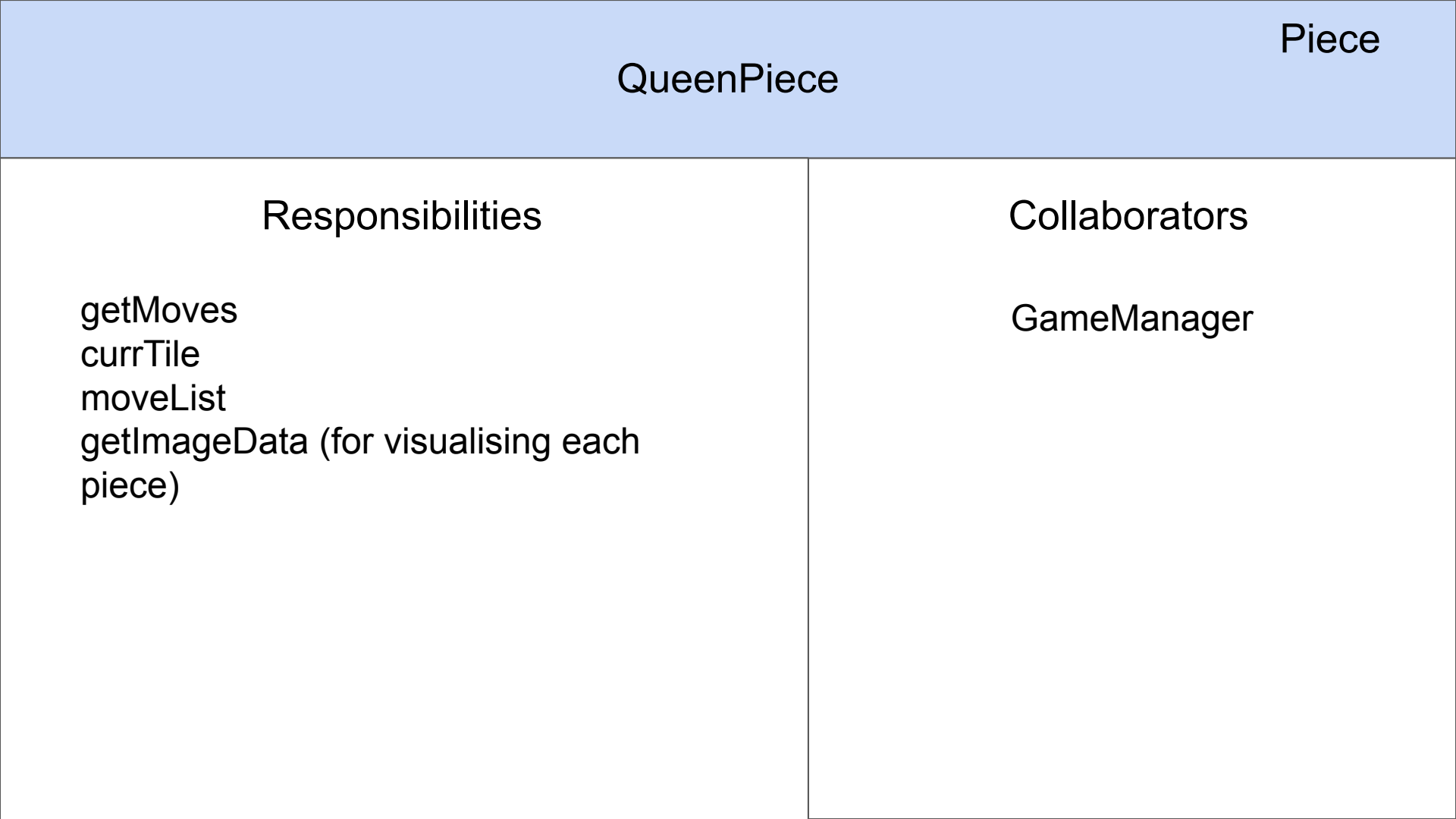
Collaborators

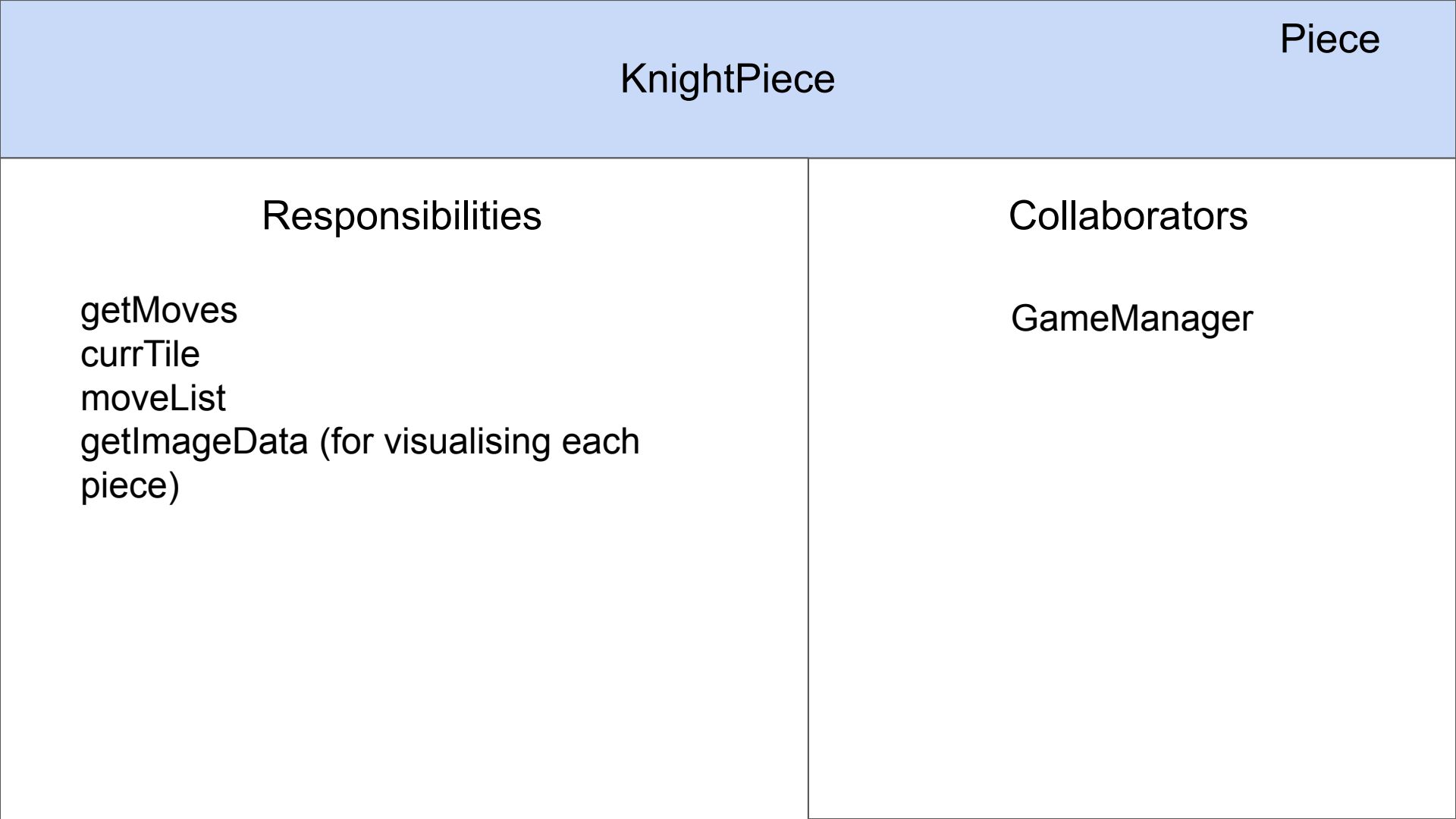
UserInterface

Matchmaker

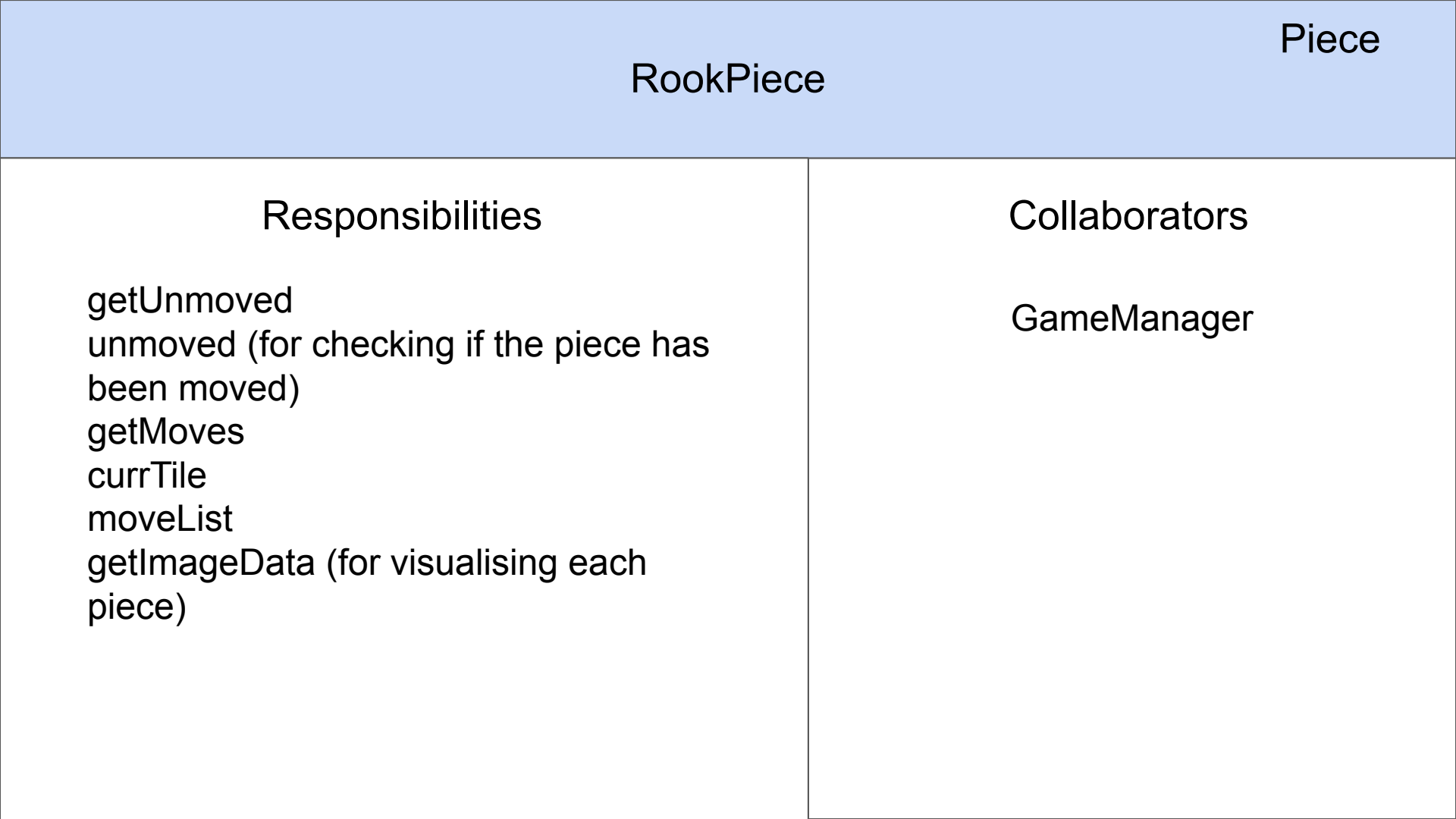
Responsibilities

Collaborators





BishopPiece		Piece
<div>Responsibilities</div> <div>getMoves currTile moveList getImageData (for visualising each piece)</div>	<div>Collaborators</div> <div>GameManager</div>	



GameManager

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blackPiecesOut

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~~playersList~~

Collaborators

User

Board

Square

gameLogic

~~GameLogie~~

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the piece subclasses)
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Collaborators

Board
Piece
GameManager

UserInterface

Responsibilities

loginUser

Collaborators

Matchmaker
GameManager

Move

Responsibilities

color
code

getMove
checkValidMove

Collaborators

GameManager
GameLogic
UserInterface

Login

Responsibilities

inputUsername
inputPassword
checkInfo
getUserInfo

Collaborators

UserInterface

Matchmaker

Responsibilities

Collaborators