



	Estatisticas
→	+ turnoCaptura: int + turno : int + equipaAJogar: int
	+ Estatisticas(turnoCaptura: int, turno: int, equipaAJogar: int) + getTurnoCaptura(): int + getTurno(): int + getEquipaAJogar(): int

TorreV
String, idTipoPeca: String, idEquipa: String, alcunha: String, x: int, y: int) + TorreV(idTipoPeca: int, idEquipa: int, alcunha: String, x: int, y: int) + movimento(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean + movimentoPrevisao(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean

TorreH
String, idTipoPeca: String, idEquipa: String, alcunha: String, x: int, y: int) + TorreH(idTipoPeca: int, idEquipa: int, alcunha: String, x: int, y: int) + movimento(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean + movimentoPrevisao(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean

Rainha
String, idTipoPeca: String, idEquipa: String, alcunha: String, x: int, y: int) + Rainha(idTipoPeca: int, idEquipa: int, alcunha: String, x: int, y: int) + movimento(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean + movimentoPrevisao(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean

Lebre

+ Lebre(idPeca: String, idTipoPeca: String, idEquipa: String, alcunha: String, x: int, y: int) + Lebre(idPeca: int, idTipoPeca: int, idEquipa: int, alcunha: String, x: int, y: int) + movimento(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean + movimentoPrevisao(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean

Rei

+ Rei(idPeca: String, idTipoPeca: String, idEquipa: String, alcunha: String, x: int, y: int) + Rei(idPeca: int, idTipoPeca: int, idEquipa: int, alcunha: String, x: int, y: int) + movimento(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean + movimentoPrevisao(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean

PoneiMagico

+ PoneiMagico(idPeca: String, idTipoPeca: String, idEquipa: String, alcunha: String, x: int, y: int) + PoneiMagico(idPeca: int, idTipoPeca: int, idEquipa: int, alcunha: String, x: int, y: int) + movimento(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean + movimentoPrevisao(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean + antiRei(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean

a: String, x: int, y: int) : int, y: int) olean (iece): boolean

String, x: int, y: int) nt, y: int) olean (iece): boolean

alculha: String, x: int, y: String, x: int, y: int) olean (iece): boolean an

PadreDaVila

+ PadreDaVila(idPeca: String, idTipoPeca: String, idEquipa: String, alcunha: String, x: int, y: + PadreDaVila(idPeca: int, idTipoPeca: int, idEquipa: int, alcunha: String, x: int, y: int) + movimento(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean + movimentoPrevisao(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean

Joker

+ Joker(idPeca: String, idTipoPeca: String, idEquipa: String, alcunha: String, x: int, y: int) + Joker(idPeca: int, idTipoPeca: int, idEquipa: int, alcunha: String, x: int, y: int) + movimento(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean + movimentoPrevisao(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean + movimentoRainha(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean + movimentoPrevisaoRainha(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean + antiRainha(int, xD: int, yD: int): boolean + movimentoPoneiMagico(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean + movimentoPrevisaoPoneiMagico(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean + antiRei(xO: int, yO: int, xD: int, yD: int, direcaoX: int, direcaoY: int): boolean + movimentoPadreDaVila(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean + movimentoPrevisaoPadreDaVila(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean + movimentoTorreH(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean + movimentoPrevisaoTorreH(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean + movimentoTorreV(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean + movimentoPrevisaoTorreV(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean + movimentoLebre(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean + movimentoPrevisaoLebre(xO: int, yO: int, xD: int, yD: int, crazy: CrazyPiece): boolean

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+ getRespostaJogada(): List<String>  
+ getCrazyList(): List<CrazyPiece>  
+ getTurno(): int  
+ getCapturas(): List<CrazyPiece>  
+ obterSugestoesJogada(xO: int, yO: int): List<String>  
+ anularJogadaAnterior(): void  
+ gravarJogo(ficheiroDestino File): boolean
```


