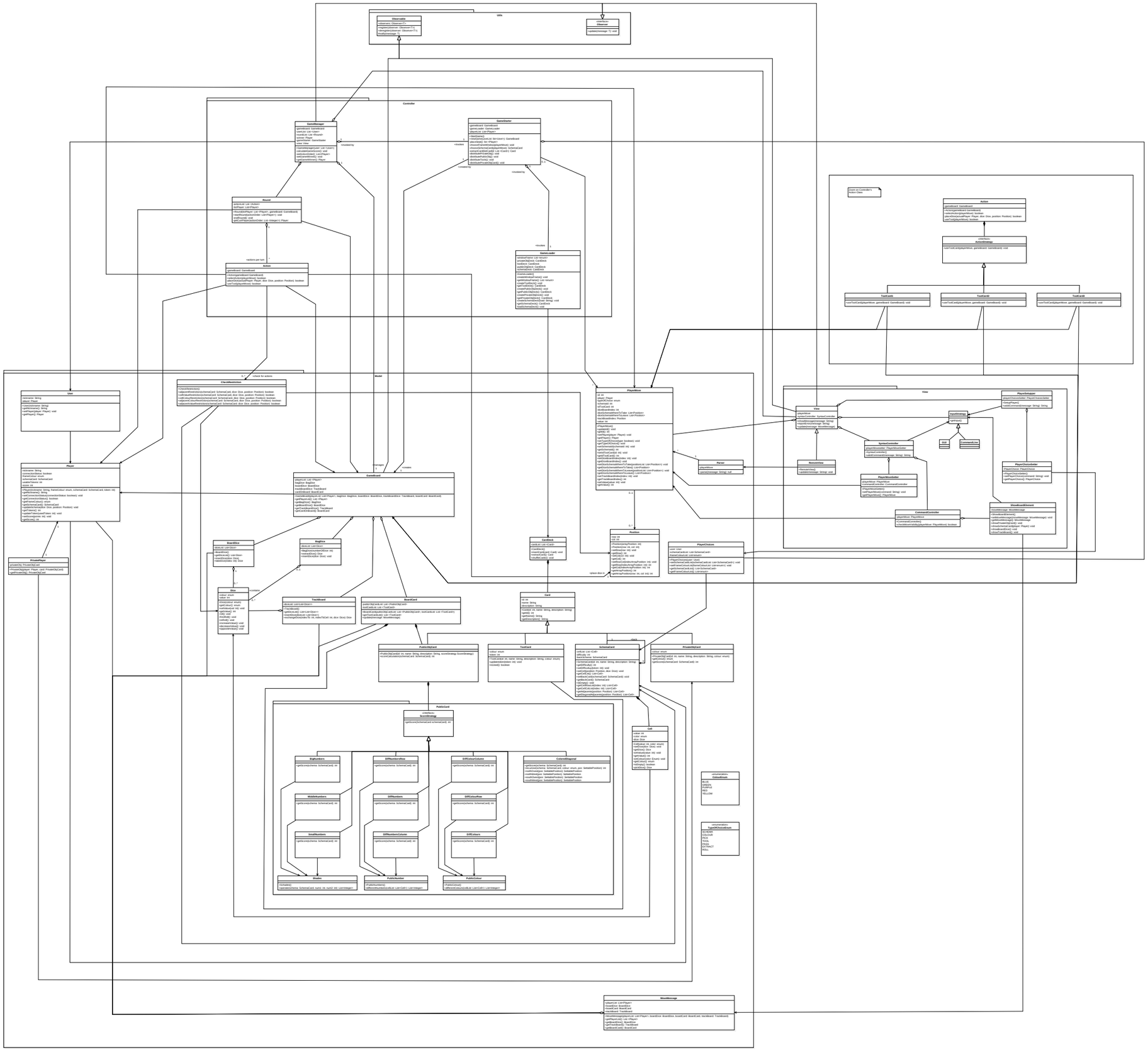
Utils
Observable
+observers: Observer<T>-
+registerObserver: Observer<T>)
+deregisterObserver: Observer<T>)
+notifyObservers()
Observer
+update(message: T): void
Controller
GameManager
GameStarter
Round
Action
GameLeader
Model
User
CheckRestriction
PlayerMove
Parser
RemoteView
View
PlayerSetupper
SyntaxController
PlayerChoiceGetter
PlayerBoardSetter
ShowBoardSteven
CommandController
Zoom on Controller's Action Class
Action
+checkIsLegal(gameBoard: GameBoard): boolean
+placeDice(playerPlayer: Player, dice: Dice, position: Position): boolean
+getTrackBy(selectedTrackBoard): Trackboard
«interface»
ActionStrategy
+setTrackLeftBy(selectTrack, gameBoard: GameBoard): void
TrackCard1
TrackCard2
TrackCard3
+setTrackLeftBy(selectTrack, gameBoard: GameBoard): void
+setTrackLeftBy(selectTrack, gameBoard: GameBoard): void
+setTrackLeftBy(selectTrack, gameBoard: GameBoard): void
Player
BoardDice
RegDice
Gameboard
Position
PlayerChoices
PrivatePlayer
+showObj: PrivateObjCard
+PrivateObj(player: Player, card: PrivateObjCard)
+getPrivateObj(): PrivateObjCard
Dice
TrackBoard
BoardCard
CardDeck
Card
PublicCard
TrackCard
SchemeCard
PrivateObjCard
«interface»
ScoreStrategy
+getScore(schemeCard:schemeCard): int
Cell
BigNumbers
DiffNumberRow
DiffColumnColumn
ColoredDiagonal
MiddleNumbers
DiffNumbers
DiffColourRow
SmallNumbers
DiffNumbersColumn
DiffColours
Shades
PublicNumber
PublicColour
«enumeration»
ColourRoom
BLUE
GREEN
PURPLE
RED
YELLOW
«enumeration»
PlayerDecisionRoom
SCHEME
COLOUR
TOOL
PASS
EXTRACT
ROLL
MoveMessage
+playerList: List<Player>
+boardDice: BoardDice
+roundTrackBoard: RoundTrackBoard
+trackBoard: TrackBoard
+MoveMessage(playerList: List<Player>, boardDice: BoardDice, boardCard: BoardCard, trackBoard: TrackBoard)
+getPlayerList(): List<Player>
+getRoundTrack(): RoundTrackBoard
+getTrackBoard(): TrackBoard
+getBoardCard(): BoardCard