

GameManager Class (Main Class):

Attributes:

int numberOfPlayer
Player[] all = new Player[numberOfPlayer]
Bank gameBank
Area[] cityArea
Card[] personalityCards
Card[] cityAreaCards
Card[] EventsCards
PlayerCard[] playerCards
String FileName

Methods:

void start(int) // Parameter refers to number of players; if time permits, we'll allow more details
void loadGameFile(String)
void saveGameFile(String)
void displayGameFile(String)

Player:

Attributes:

String name
String Color
int minion
int building
String personality
int money
List<String> currentCards

Methods:

void addMinion()
void addTroubleMarker()
void addBuilding()
void removeMinion()
void removeTroubleMarker()
void removeBuilding()
void takeMoney()
String getCurrentState()

Bank:

Attributes:

int balance

Methods:

takeMoney()

Area:

Attribute:

String name

int number

int buildingCost

boolean troubleMarker

Integer buildingOwner

int numberDemons

int numberTrolls

int[] minions //indicates how many minions each player has in that area

Methods:

void addMinion(int playerId, int count)

void removeMinion(int playerId, int count)

void addBuilding(int playerId)

void removeBuilding(int playerId)

void addTroubleMarker()

void removeTroubleMarker()

String getCurrentState()

Card:

Attributes:

String name

Methods:

(none)

PlayerCard (inherits Card):

Attributes:

String colour

Methods:

(none)