UML描述

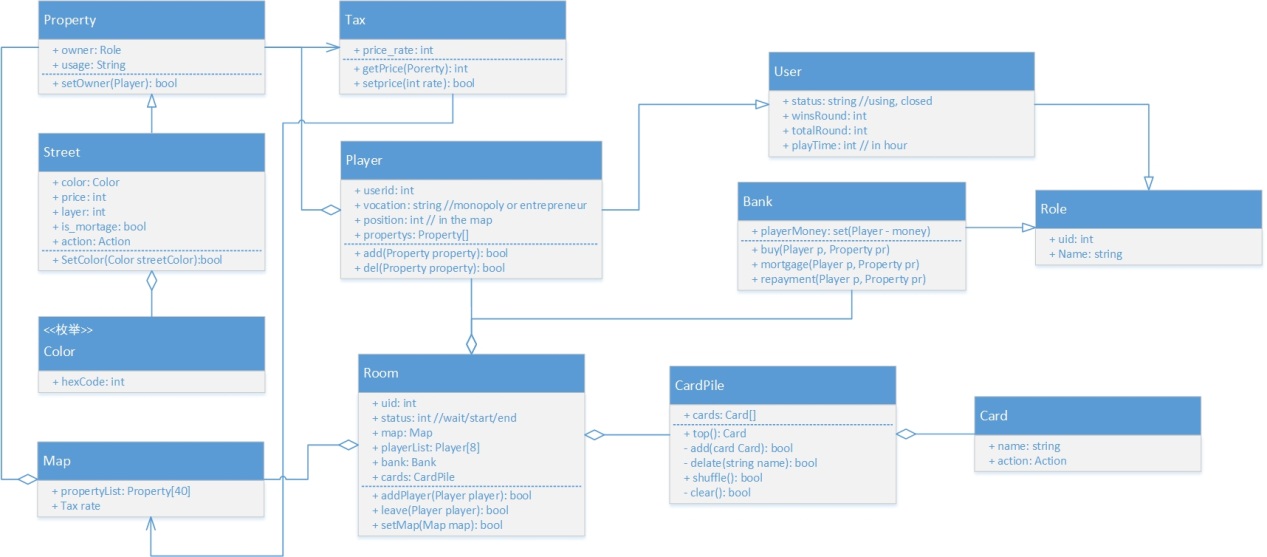


Figure x shows the architecture of the game.

Basically, there are 5 classes: Role, Card, Room, Property, and Map. Class Role includes class User, class Bank. Class Card makes up the card pile of chance and destiny. Class Room keeps all information of a game. Property means all the blocks in the map. And Class Map keeps the information of sequence of the blocks and the global tax rate etc.

Role

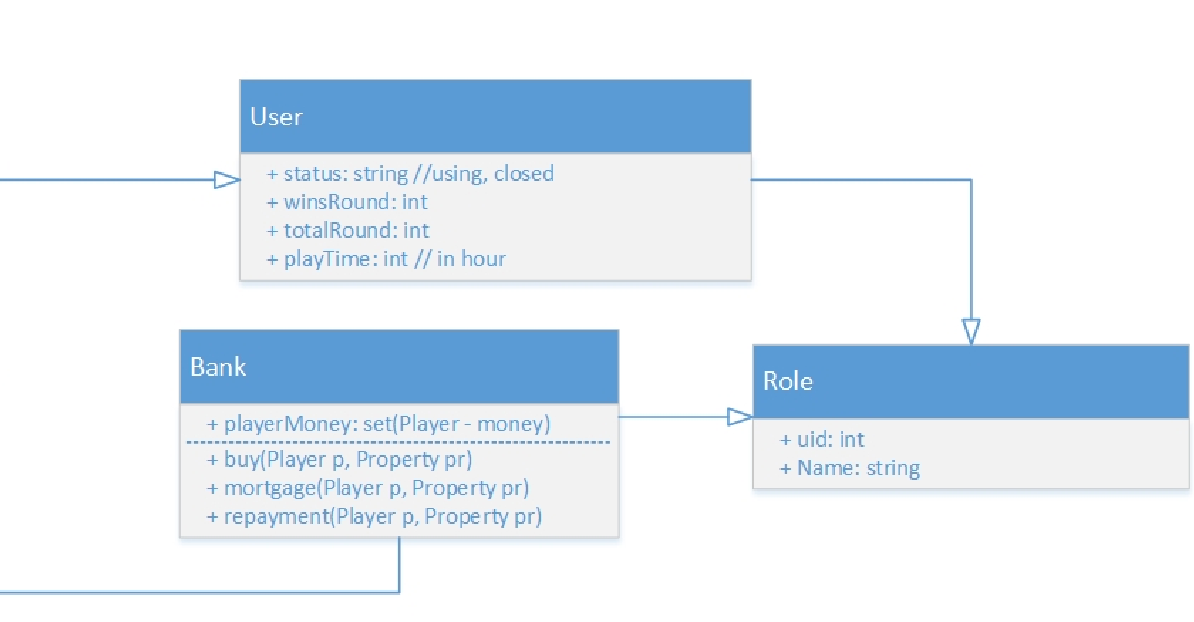
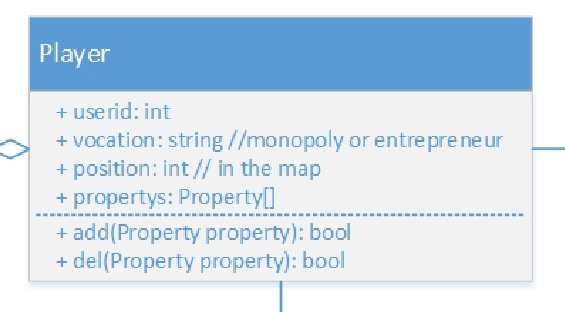
 

Figure x shows class Player, class User, class Bank, and class Role.

All players in class Player are extended from class User which is extended from class Role. Role just has the attribute of identity and name. Player will keep track his/her vocation, position and properties. User will keep track him/her status, winning probability. Bank will keep track players money in a game. All players should transfer money through the bank.

Card

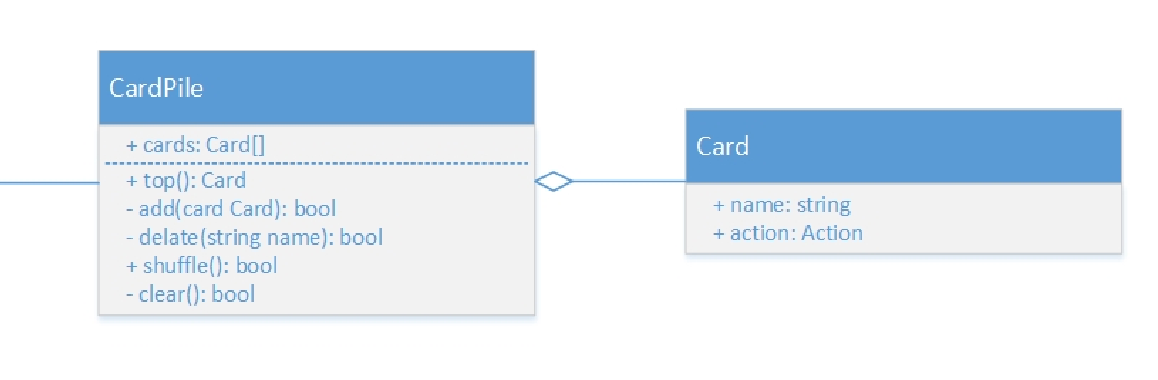
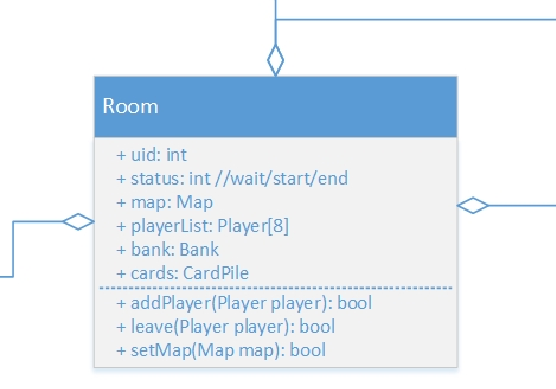


Figure shows class Card pile and class Card.

The actions of chance cards are various. So we should enumerate each card action. Card piles stores all cards in a game and have several method to operate cards.

Room



Room has all the information of a game.

Property, Map



40 blocks in the map are extended from Property. Here we just list class Street, which other properties also will be construct like. We have an intrinsic owner called System whose property cannot be transfer.