## Game

### CRC

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| Game | |
| Responsibilities: Holds all the data needed to play the game: the game board, the Teams in play, keeps track of how long the game has gone on for and a timer for the player time limit. | Collaborators: Game collaborates with Team GameTime, Board, as well as GameMaster. |

### Description / Overview

The Game class is a big piece of data. It holds three things: the game board, an array of six teams, and a GameTime attribute. Game can provide the GameMaster with a reference to the game board being used as well as the list of teams, a specific team based on a colour, the Time object, and the number of remaining teams.

### Instance Variables

#### board

Data Type:Board

board is simply a reference to a Board object that is currently being used.

#### teams

Data Type:Team[]

teams is an array of six Teams indexed 0-5. (In this order: Red, Orange, Blue, Green, Yellow, Purple)

#### time

Data Type:GameTime

time is a Time type that is in charge of all the aspects of the game that have to do with time. Like ending a players turn if gone over time.

### Method Overview

*public Game(int teamCount, BoardSize size)*

*public Board getBoard()*

*public Team[] getTeams()*

*public Team getTeam(TeamColour colour)*

*public GameTime getGameTime()*

*public int getRemainingTeams()*

### Method Writeups

#### public Game(int teamCount, BoardSize size)

Constructor that allocates new list of Teams and sets the correct ones to be enabled or disabled, also creates a Board of size size. Finally create a GameTime and set it to time.

#### public Team getTeam(TeamColour colour)

This method will return the team with the colour colour.

#### public int getRemainingTeams()

This method returns an integer number of how many teams are enabled.