## BoardDisplay

### CRC

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| BoarDisplay | |
| Responsibilities | Collaborators |

### Description / Overview

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### Instance Variables

#### isFoggyOut

Data Type:boolean

If you are observing a game, you can set this to false to show the entire board.

#### visibleTeams

Data Type:List<TeamColour>

A list of teams that’s perspective is visible in the fog.

### Method Overview

*public abstract void setVisibleTeams(TeamColour … colours)*

*public void setFoggyOut(bool enableFogMachine)*

*public abstract void drawBoard()*

### Method Writeups

#### public abstract void setVisibleTeams(TeamColour … colours)

Set the list of teams that are visible in the fog.

#### public abstract void drawBoard()

I’m sorry.