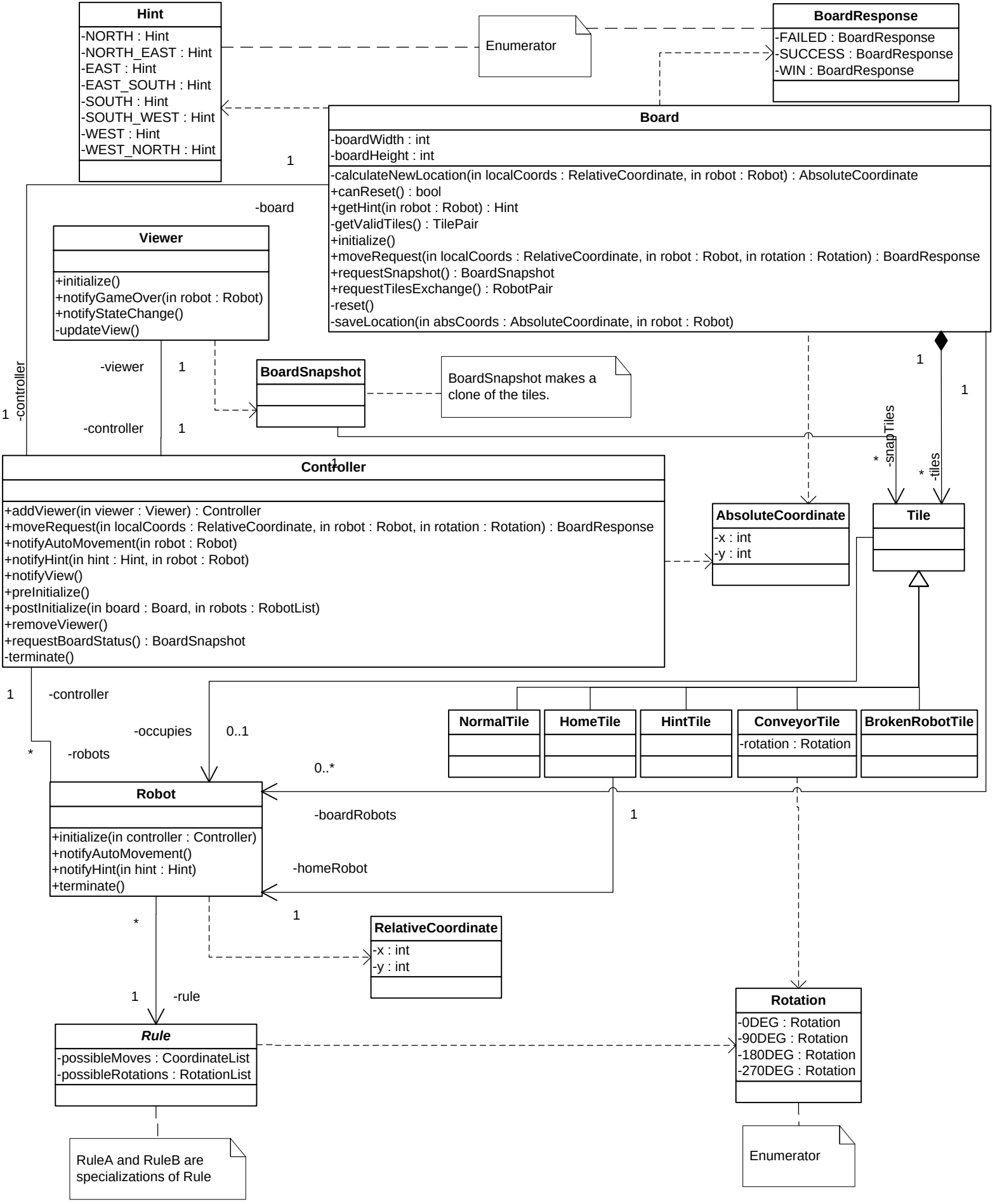
Hint
-NORTH : Hint
-NORTH_EAST : Hint
-EAST : Hint
-EAST_SOUTH : Hint
-SOUTH : Hint
-SOUTH_WEST : Hint
-WEST : Hint
-WEST_NORTH : Hint
Enumerator
BoardResponse
-FAILED : BoardResponse
-SUCCESS : BoardResponse
-WIN : BoardResponse
Board
-boardWidth : int
-boardHeight : int
-calculateNewLocation(in localCoords : RelativeCoordinate, in robot : Robot) : AbsoluteCoordinate
+canReset() : bool
+getHint(in robot : Robot) : Hint
-getValidTiles() : TilePair
+initialize()
+moveRequest(in localCoords : RelativeCoordinate, in robot : Robot, in rotation : Rotation) : BoardResponse
+requestSnapshot() : BoardSnapshot
+requestTilesExchange() : RobotPair
-reset()
-saveLocation(in absCoords : AbsoluteCoordinate, in robot : Robot)
1
-board
Viewer
+initialize()
+notifyGameOver(in robot : Robot)
+notifyStateChange()
-updateView()
-viewer
1
-controller
1
1
-controller
BoardSnapshot
BoardSnapshot makes a clone of the tiles.
1
1
-snapTiles
*
-tiles
*
Controller
+addViewer(in viewer : Viewer) : Controller
+moveRequest(in localCoords : RelativeCoordinate, in robot : Robot, in rotation : Rotation) : BoardResponse
+notifyAutoMovement(in robot : Robot)
+notifyHint(in hint : Hint, in robot : Robot)
+notifyView()
+preInitialize()
+postInitialize(in board : Board, in robots : RobotList)
+removeViewer()
+requestBoardStatus() : BoardSnapshot
-terminate()
AbsoluteCoordinate
-x : int
-y : int
Tile
1
-controller
-occupies
0..1
*
-robots
0..*
NormalTile
HomeTile
HintTile
ConveyorTile
-rotation : Rotation
BrokenRobotTile
Robot
+initialize(in controller : Controller)
+notifyAutoMovement()
+notifyHint(in hint : Hint)
+terminate()
-boardRobots
1
-homeRobot
*
1
RelativeCoordinate
-x : int
-y : int
1
-rule
Rule
-possibleMoves : CoordinateList
-possibleRotations : RotationList
Rotation
-0DEG : Rotation
-90DEG : Rotation
-180DEG : Rotation
-270DEG : Rotation
RuleA and RuleB are specializations of Rule
Enumerator