Controller Class Diagram

View Controller

(abstract / italic title)

-<u>instance</u>:ViewController
-primaryStage:Stage
-backGroundPane:BaclGroundPane
-inAnimation:int
-localSetting, oldLocalSetting:String
-volumeSetting, oldVolumeSetting:double[]

-ViewController()
+<u>getInstance</u>():ViewController
+getInAnimation():int
+startGame(Human...humans):void
+horseMoveAndKick(kickedHorse:Horse, moveHorse:Horse):void
+horseMove(horse:Horse):void
+horseMoveToHome(horseIndex:int, home:int):void
+clickRollDices():void
+setHorse_Highlight(horseIndex:int):void
+highlight_On(id:String):void
+filterButtonType(id:String):int
+update():void
+updateDice(value_0:int, value_1:int):void
+clickOnHorse(HorseIndex:int):void
+switchLanguage(locale:Locale, language:int):void
+addAnimation():void
+showSetting():void
+finishAnimation():void

Main Controller

+MainController()

Sound Controller

+static SoundController instance
-status:boolean
-backgroundPlayer, releaseHorsePlayer, horseMovePlayer, rollDicePLayer, hourseKickPlayer: MediaPlayer

-SoundController()
-getMediaPlayer(fileName:String):MediaPlayer
+SoundController getInstance():static
+setVolume(master:double, musci:double, effect:double):void
+setMusic(master:double, music:double):void
+setEffect(master:double, effect:double):void
+playMusic():void

Model Controller

-static final NO_OF_PLAYER =4;
-static instance: ModelController
-player:Player[]
-playerTurn:int
-dices:Dice[]
-focusedHorse:Horse
-hasRolled:boolean

-ModelController()
+ModelController getInstance():static
+initVariable(Human...humans):void
+requestFilter(request:String, input:int):void
+updateHorse(horse:Horse, kickedHorse:Horse):void
+upgradeHorse(horse:Horse):void
+selectHorse(horseIndex:int):boolean
-deselectHorse():void
+moveHorse(diceId:int):void
+getAllDice():return Dice[]
+rollDice():void
+endTurn():void
-canMove():boolean
+nextPlayer():void
-setDiceStatus(status:boolean):void
+isPlayer():boolean

Relationships:
- View Controller 1 — 1 Main Controller
- Main Controller 1 — 1 Model Controller
- View Controller 1 — 1 Sound Controller
- Sound Controller 1 — 1 Model Controller