COM.Server

Model

Color

+ red: final int + blue: final int

+ purple: final int

+ yellow: final int

+ green: final int

«abstract» **Effect**

PrivateObjectiveCard

+ color: String

PrivateObjectiveCardDeck

+ splittableRandom: splittableRandom

+ drawCard():PrivateObjectCard

+ cards: ArrayList <Card>

DiceBag

- numDiceRed: int

- numDiceBlue: int

- numDicePurple: int

- numDiceYellow: int

- numDiceGreen: int

+ diceDraw(int): Dice

Dice

+ method(type): type

+ value: int

+ color: int

+ method(type): type

«abstract»

Card

Extends

PublicObjectiveCard

+ title: String

PublicObjectiveCardDeck

- splittableRandom: splittableRandom

+ drawCard(): PublicObjectCard

1<=value<=6 包

RoundTrack

+ diceRemained: ArrayList<ArrayList<Dice>>

- roundNumber: int

1<=roundNumber<=10 包

+ incrementRound(): void

- cards: ArrayList <PublicObjectiveCard

+ description: String

+ victoryPoints: int

+ setEffect(type): type

Non va bene il costruttore 包

Player

di default

GameBoardCard

+ otherSide: GameBoardCard

GameBoardDeck

+ cards: ArrayList <GameBoardCard>

+ splittableRandom: splittableRandom

+ name: String

+ favorTokens: int

+ victoryPoints: int

+ isActive: boolean

+ chooseAction():

+ privateObjective: PrivateObjectiveCard

+ choosenGameBoard: WindowBoard

+ drawnGameBoardCards: ArrayList<>

«interface»
WindowBoardObserver
- notifyController(): void

+ drawCard(): GameBoardCard

+ gameBoardCode: int

+otherSideCode: int

+ name: String

+ difficulty: int

+ get...

1<=price<=6 ^仁

ToolCard

+ title: String

+ info: string

+ ToolCard()

+ ID: int

+ description: string

+ firstUsage: boolean

+ getEffect(type): type

1...12

ToolCardDeck

+ cards: ArrayList <ToolCard>

Extends

WindowBoard

+ choosenGameBoard: GameBoardCard

+ method(type): type

«interface»
RoundTrackObserver
- notifyController(): void

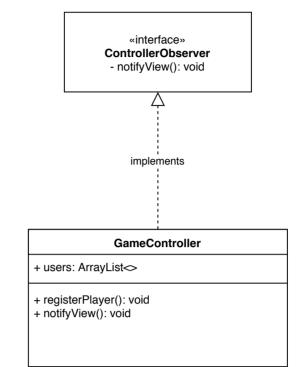
+ drawCard(): ToolCard

«abstract»

Deck

+ cards: ArrayList <Card>

Control



+ + main(): void

Lobby

+ connectedPlayers: ArrayList <Player>
+ timer: int

+ addPlayer(String): void

ClientHandler
+ Socket: clientSocket
+ run(): void

+ DrawnPublicObjectiveCards: ArrayList < PublicObjectiveCard>

«interface»

TableObserver

-notifyController(): void

+ publicObjectiveCardDeck: PublicObjectiveCardDeck

+ DrawnToolCards: ArrayList <ToolCard>

+ toolCardDeck: ToolCardDeck

«interface»

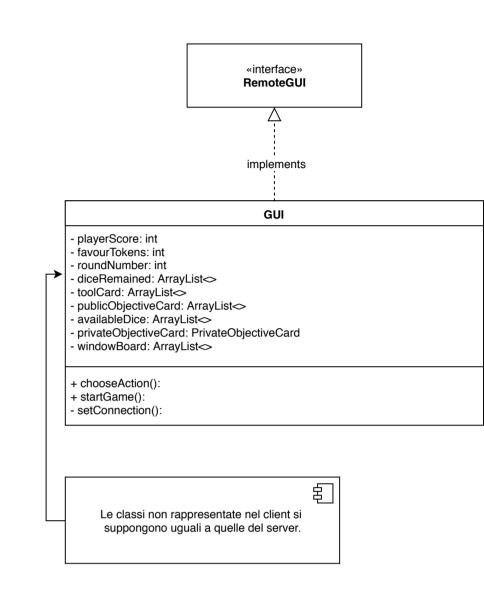
PlayerObserver - notifyController(): void

NotEnoughFavorTokensExcepition
+ field: type
+ method(type): type

TooManyPlayersException
+ field: type
+ method(type): type

View

COM.Client



+ main(): void