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Abstract

This document outlines Models for individual Objects inside the Kings N’ Things Game. It includes general descriptions, fields, methods, and any other relevant information for each.

kings n’ things

Object Models

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# Hex Tiles

Fields:

enum terrain : {Jungle, Frozen Waste, Forest, Plains, Swamp, Mountain, Desert, Sea}  
(Note: all but “Sea” are considered “land”)  
enum controlledBy : {Neutral, Player1, Player2, Player3, Player4}  
Thing[10] player1Things  
Thing[10] player2Things  
Thing[10] player3Things  
Thing[10] player4Things  
Fort fort

# Player

Fields:

PlayerRack[2] playerRacks  
int playerNum  
int gold  
int playerOrder

# Game Board

Fields:

Hexile[7][7] hexTiles

# Player Rack

Fields:

Things[5] things

# Things

Fields:

int thingID  
bool isFlipped

# Fort

Fields:

Enum level : {Tower, Keep, Castle Citadel}

# Special Income Thing

Is a Thing

Fields:

enum terrain : {Jungle, Frozen Waste, Forest, Plains, Swamp, Mountain, Desert, Sea}  
String name  
bool isVillageOrCity  
int income

# Magic Thing

Is a Thing

# Treasure Thing

Is a Thing

# Event Thing

Is a Thing

# Creature Thing

Is a Thing

Fields:

String name  
int combatValue  
enum terrain : {Jungle, Frozen Waste, Forest, Plains, Swamp, Mountain, Desert, Sea}  
Texture image  
bool isFlying  
bool isMagic  
bool canCharge  
bool hasSpecial  
bool multipleHits

# Special Characters

Is a Creature Thing

# Game

Fields:

GameModel gameModel  
GameView gameView

# Game Model

Fields:

GameBoard gameBoard  
Player player1, player2, player3, player4  
int numPlayers  
Thing[234] playingCup  
SpecialCharacter[<# of Special Characters>] unownedCharacters

# Game View