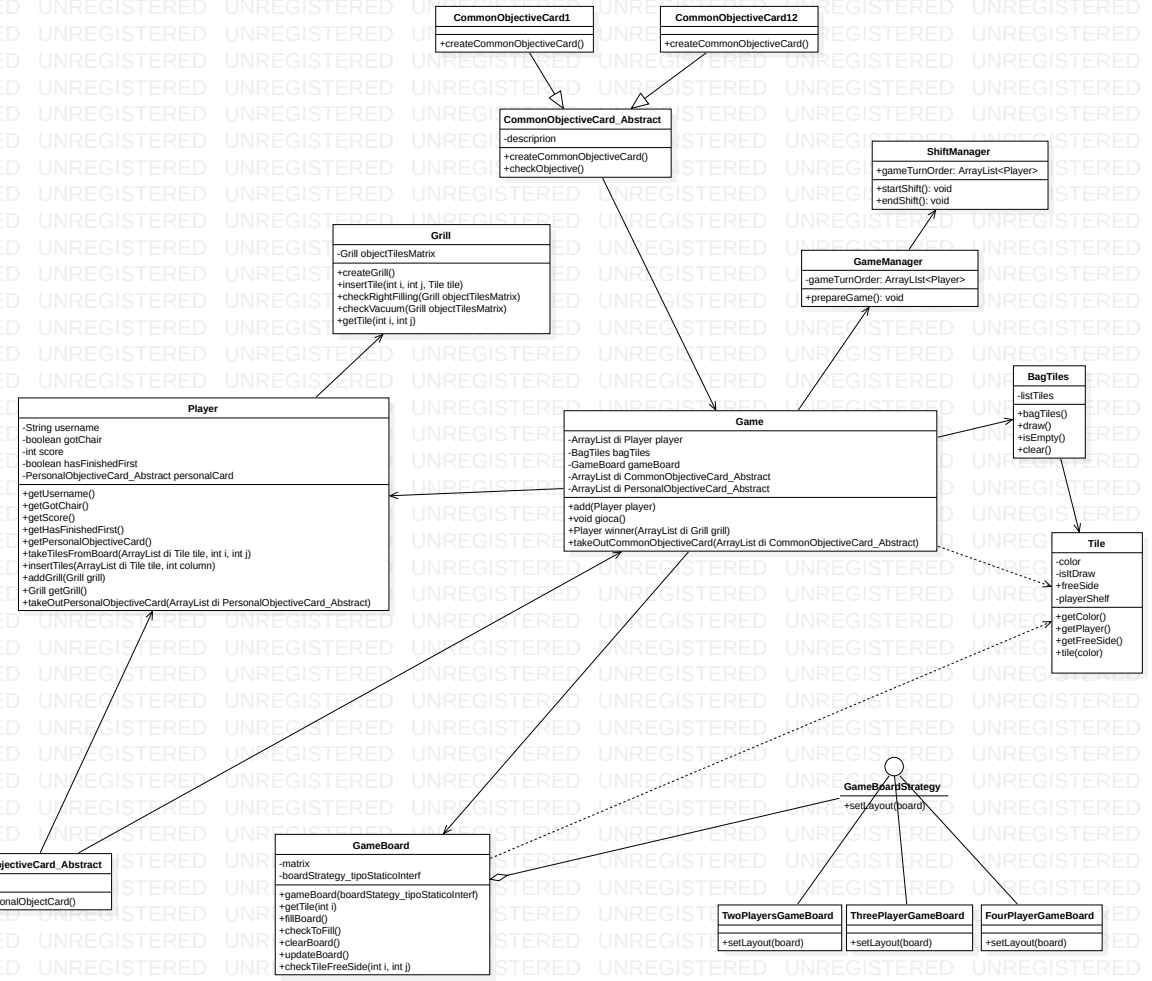
Model::Main


CommonObjectiveCard1
+createCommonObjectiveCard()
CommonObjectiveCard12
+createCommonObjectiveCard()
CommonObjectiveCard_Abstract
-descripriion
+createCommonObjectiveCard()
+checkObjective()
ShiftManager
+gameTurnOrder: ArrayList<Player>
+startShift(): void
+endShift(): void
Grill
-Grill objectTilesMatrix
+createGrill()
+insertTile(int i, int j, Tile tile)
+checkIfIsFillingGrill(objectTilesMatrix)
+checkVacuum(Grill objectTilesMatrix)
+getTile(int i, int j)
GameManager
-gameTurnOrder: ArrayLlst<Player>
+prepareGame(): void
BagTiles
-listTiles
+bagTiles()
+draw()
+isEmpty()
+clear()
Player
-String username
-boolean gotChair
-int score
-boolean hasFinishedFirst
-PersonalObjectiveCard_Abstract personalCard
+getUsername()
+getGotChair()
+getScore()
+getHasFinishedFirst()
+getPersonalObjectiveCard()
+takeTilesFromBoard(ArrayList di Tile tile, int i, int j)
+insertTiles(ArrayList di Tile tile, int column)
+addGrill(Grill grill)
+Grill getGrill()
+takeOutPersonalObjectiveCard(ArrayList di PersonalObjectiveCard_Abstract)
Game
-ArrayList di Player player
-BagTiles bagTiles
-GameBoard gameBoard
-ArrayList di CommonObjectiveCard_Abstract
-ArrayList di PersonalObjectiveCard_Abstract
+add(Player player)
+void gioca()
+Player winner(ArrayList di Grill grill)
+takeOutCommonObjectiveCard(ArrayList di CommonObjectiveCard_Abstract)
Tile
-color
-isItDraw
+freeSide
-playerShelf
+getColor()
+getPlayer()
+getFreeSide()
+tile(color)
«enumeration»
Color
BLUE
YELLOW
WHITE
AZURE
PINK
GREEN
GameBoardStrategy
+setLayout(board)
PersonalObjectiveCard14
+createPersonalObjectCard()
PersonalObjectiveCard_Abstract
-grill
+createPersonalObjectCard()
GameBoard
-matrix
-boardStrategy_tipoStaticoInterf
+gameBoard(boardStategy_tipoStaticoInterf)
+getTile(int i)
+fillBoard()
+checkToFill()
+clearBoard()
+updateBoard()
+checkTileFreeSide(int i, int j)
TwoPlayersGameBoard
+setLayout(board)
ThreePlayerGameBoard
+setLayout(board)
FourPlayerGameBoard
+setLayout(board)
PersonalObjectiveCard1
+createPersonalObjectCard()

Model1::ClassDiagram1

UNREGISTERED