

GAME SETTING

Players (2-4):

- ID
- status: active / non-active
- roll dice
- draw facade shape
- player sheet

Player sheets:

- score track,
- 5* ability tracks
- color
- ability
- track: array
- position: int
- building: (Determine if a row or column is complete: Search for a 0, and once found, you can skip checking the corresponding row and column.)
- coats-of-arms
- player have access on draw 1 square
- player marks off two squares on one ability track

Facade sheets:

- infinity column
- X column

Shape:

- 4*4 array
- function: rotate

InfinityShape extend Shape:

XShape extend Shape:

- used: boolean
- crossOut()
- isUsed()

Dices:

- 5 colors
- 1 white
- roll()

Game:

- player
- registePlayer()
- start()
- reset()
- save()
- exit()

Class:

attributes

operations

private (-)
public(+)
protected(#)

For example, '+(attribute name): int' is a public instance attribute called (attribute name).

