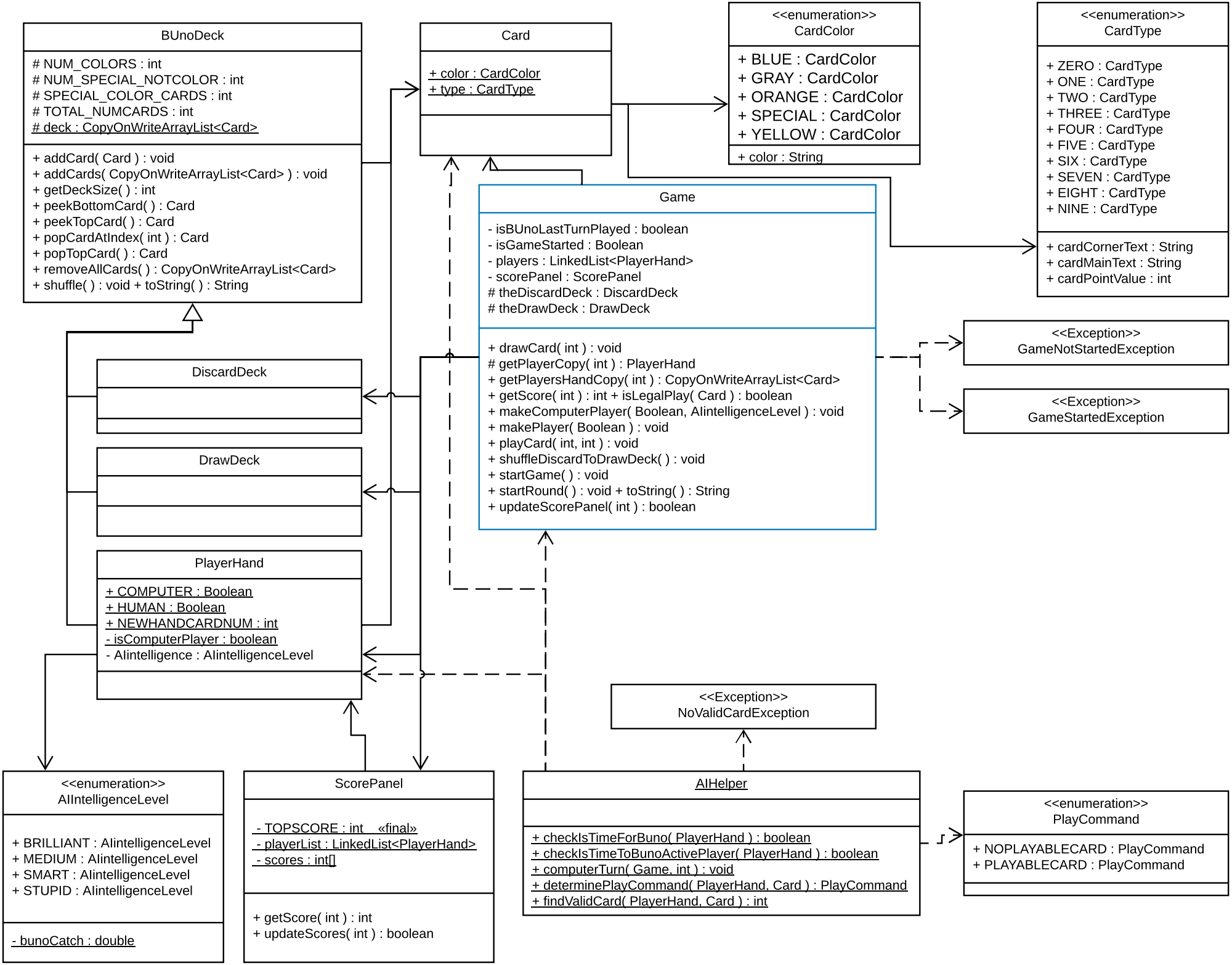
BUnoDeck
NUM_COLORS : int
NUM_SPECIAL_NOTCOLOR : int
SPECIAL_COLOR_CARDS : int
TOTAL_NUMCARDS : int
deck : CopyOnWriteArrayList<Card>
+ addCard(Card) : void
+ addCards(CopyOnWriteArrayList<Card>) : void
+ getDeckSize( ) : int
+ peekBottomCard( ) : Card
+ peekTopCard( ) : Card
+ popCardAtIndex(int) : Card
+ popTopCard( ) : Card
+ removeAllCards( ) : CopyOnWriteArrayList<Card>
+ shuffle( ) : void + toString( ) : String
Card
+ color : CardColor
+ type : CardType
<<enumeration>>
CardColor
+ BLUE : CardColor
+ GRAY : CardColor
+ ORANGE : CardColor
+ SPECIAL : CardColor
+ YELLOW : CardColor
+ color : String
<<enumeration>>
CardType
+ ZERO : CardType
+ ONE : CardType
+ TWO : CardType
+ THREE : CardType
+ FOUR : CardType
+ FIVE : CardType
+ SIX : CardType
+ SEVEN : CardType
+ EIGHT : CardType
+ NINE : CardType
+ cardCornerText : String
+ cardMainText : String
+ cardPointValue : int
Game
- isBUnoLastTurnPlayed : boolean
- isGameStarted : Boolean
- players : LinkedList<PlayerHand>
- scorePanel : ScorePanel
theDiscardDeck : DiscardDeck
theDrawDeck : DrawDeck
+ drawCard(int) : void
# getPlayerCopy(int) : PlayerHand
+ getPlayersHandCopy(int) : CopyOnWriteArrayList<Card>
+ getScore(int) : int + isLegalPlay(Card) : boolean
+ makeComputerPlayer(Boolean, AIntelligenceLevel) : void
+ makePlayer(Boolean) : void
+ playCard(int, int) : void
+ shuffleDiscardToDrawDeck( ) : void
+ startGame( ) : void
+ startRound( ) : void + toString( ) : String
+ updateScorePanel(int) : boolean
<<Exception>>
GameNotStartedException
<<Exception>>
GameStartedException
DiscardDeck
DrawDeck
PlayerHand
+ COMPUTER : Boolean
+ HUMAN : Boolean
+ NEWHANDCARDNUM : int
- isComputerPlayer : boolean
- AIntelligence : AIntelligenceLevel
<<Exception>>
NoValidCardException
<<enumeration>>
AIIntelligenceLevel
+ BRILLIANT : AIntelligenceLevel
+ MEDIUM : AIntelligenceLevel
+ SMART : AIntelligenceLevel
+ STUPID : AIntelligenceLevel
- bunoCatch : double
ScorePanel
- TOPSCORE : int «final»
- playerList : LinkedList<PlayerHand>
- scores : int[]
+ getScore(int) : int
+ updateScores(int) : boolean
AIHelper
+ checkIsTimeForBuno(PlayerHand) : boolean
+ checkIsTimeToBunoActivePlayer(PlayerHand) : boolean
+ computerTurn(Game, int) : void
+ determinePlayCommand(PlayerHand, Card) : PlayCommand
+ findValidCard(PlayerHand, Card) : int
<<enumeration>>
PlayCommand
+ NOPLAYABLECARD : PlayCommand
+ PLAYABLECARD : PlayCommand