

JavaFXMain

- primaryStage: Stage
- nplayers: int
- currentApplication: JavaFXMain
- client: Client

+ main(String[]): void

+ switchToChoiceCharacterCardScene(): void

+ switchToWaitingScene(): void

+ switchToCC11Scene(): void

+ switchToEndGameScene(): void

+ switchToCC7Scene(): void

+ switchToConnectionScene(): void

+ showSchoolBoard1Selected(): void

+ showSchoolBoard2Selected(): void

+ switchToAssistantCardSceneNewTurn(): void

+ switchToPlayAfterNotCCScene(): void

+ switchToCC10Scene(): void

+ start(Stage): void

+ switchToAskForMN3PlayersScene(): void

+ switchToShowPlayerScene(): void

+ switchToAskForMotherNatureScene(): void

+ switchToPlayAfterCCScene(): void

+ switchToMoveStudent2Scene(): void

+ switchToChooseCloudScene(): void

+ switchToNewTurnScene(): void

+ switchToCC1Scene(): void

+ switchToCC12Scene(): void

+ switchToTurnEndedScene(): void

+ switchToSchoolBoardScene(): void

+ switchToMoveStudent4Scene(): void

+ switchToMS2DiningOrIslandScene(): void

+ switchToTurnDecideScene(): void

+ switchToLoginScene(): void

+ switchToCC5Scene(): void

+ switchToMS3DiningOrIslandScene(): void

+ switchToMS1DiningOrIslandScene(): void

+ switchToIslandTitleScene(): void

+ switchToShowCardAssistantScene(): void

+ switchToCC3Scene(): void

+ switchToMoveStudent1Scene(): void

+ switchToPlayCC1Scene(): void

+ switchToCC9Scene(): void

+ switchToMoveStudent3Scene(): void

+ switchToCardAssistantScene(): void

+ switchToMS4DiningOrIslandScene(): void

+ switchToExpertModeScene(): void

+ switchToNumberOfPlayerScene(): void

primaryStage: Stage
nplayers: int
currentApplication: JavaFXMain
client: Client

PlayCC1Scene

- players: ArrayList<Player>
- numberOfMessage: int
- ansMoveStudent3Msg: AnsMoveStudent3Msg
- ansMoveStudent1Msg: AnsMoveStudent1Msg
- islands: ArrayList<IslandTiles>
- player: String
- ansMoveStudent4Msg: AnsMoveStudent4Msg
- ansMoveStudent2Msg: AnsMoveStudent2Msg
- cards: ArrayList<CharacterCard>

+ showSchoolBoard1Selected(): void

+ showSchoolBoard2Selected(): void

+ initialize(): void

+ noClicked(ActionEvent): void

+ siClicked(ActionEvent): void

+ showSchoolBoard4Selected(): void

- getTheRightColor(Color, Circle): void

+ showSchoolBoard3Selected(): void

+ showGeneralBoardSelected(): void

- getCoinOfPlayer(ArrayList<Player>, String): int

ansMoveStudent1Msg: AnsMoveStudent1Msg
islands: ArrayList<IslandTiles>
players: ArrayList<Player>
numberOfMessage: int
ansMoveStudent4Msg: AnsMoveStudent4Msg
ansMoveStudent3Msg: AnsMoveStudent3Msg
ansAskCAMsg: AnsAskCAMsg
cards: ArrayList<CharacterCard>
ansMoveStudent2Msg: AnsMoveStudent2Msg
player: String

IslandTilesScene

- onlyObserve: boolean
- numberOfSceneToComeBack: int
- islands: ArrayList<IslandTiles>

+ chosenIsland12(ActionEvent): void

+ backToSceneButtonClicked(ActionEvent): void

+ chosenIsland11(ActionEvent): void

+ chosenIsland1(ActionEvent): void

+ chosenIslands5(ActionEvent): void

+ initialize(): void

+ chosenIsland6(ActionEvent): void

- returnIsland(ArrayList<IslandTiles>, int): IslandTiles?

+ chosenIsland10(ActionEvent): void

+ chosenIsland3(ActionEvent): void

+ chosenIsland2(ActionEvent): void

+ chosenIsland7(ActionEvent): void

+ chosenIsland4(ActionEvent): void

+ chosenIsland8(ActionEvent): void

+ chosenIsland9(ActionEvent): void

islands: ArrayList<IslandTiles>
numberOfSceneToComeBack: int
onlyObserve: boolean

MoveStudent3Scene

- color: Color
- ansPlayAfterCCMsg: AnsPlayAfterCCMsg
- numberOfMessage: int
- ansPlayAfterNotCCMsg: AnsPlayAfterNotCCMsg
- answerMsg: AnsMoveStudent2Msg

+ showSchoolBoard4Selected(): void

+ GreenSelected(): void

+ showSchoolBoard2Selected(): void

+ RedSelected(): void

+ initialize(): void

+ YellowSelected(): void

+ PinkSelected(): void

+ showGeneralBoardSelected(): void

+ showSchoolBoard3Selected(): void

+ BlueSelected(): void

+ showSchoolBoard1Selected(): void

color: Color
ansPlayAfterCCMsg: AnsPlayAfterCCMsg
ansPlayAfterNotCCMsg: AnsPlayAfterNotCCMsg
answerMsg: AnsMoveStudent2Msg

MoveStudent4Scene

- ansPlayAfterNotCCMsg: AnsPlayAfterNotCCMsg
- answerMsg: AnsMoveStudent3Msg
- color: Color
- ansPlayAfterCCMsg: AnsPlayAfterCCMsg
- color: Color
- numberOfMessage: int

+ showGeneralBoardSelected(): void

+ GreenSelected(): void

+ showSchoolBoard2Selected(): void

+ BlueSelected(): void

+ showSchoolBoard1Selected(): void

+ BlueSelected(): void

+ showSchoolBoard3Selected(): void

+ showSchoolBoard4Selected(): void

+ initialize(): void

+ YellowSelected(): void

+ PinkSelected(): void

answerMsg: AnsMoveStudent3Msg
color: Color
numberOfMessage: int
ansPlayAfterCCMsg: AnsPlayAfterCCMsg
ansPlayAfterNotCCMsg: AnsPlayAfterNotCCMsg

MoveStudent2Scene

- ansPlayAfterCCMsg: AnsPlayAfterCCMsg
- ansPlayAfterNotCCMsg: AnsPlayAfterNotCCMsg
- numberOfMessage: int
- answerMsg: AnsMoveStudent1Msg
- color: Color

+ YellowSelected(): void

+ showSchoolBoard4Selected(): void

+ GreenSelected(): void

+ PinkSelected(): void

+ showGeneralBoardSelected(): void

+ showSchoolBoard1Selected(): void

+ showSchoolBoard3Selected(): void

+ showSchoolBoard2Selected(): void

+ BlueSelected(): void

+ initialize(): void

+ RedSelected(): void

color: Color
numberOfMessage: int
ansPlayAfterCCMsg: AnsPlayAfterCCMsg
ansPlayAfterNotCCMsg: AnsPlayAfterNotCCMsg
answerMsg: AnsMoveStudent1Msg

MoveStudent1Scene

- numberOfMessage: int
- color: Color
- ansPlayAfterCCMsg: AnsPlayAfterCCMsg
- ansPlayAfterNotCCMsg: AnsPlayAfterNotCCMsg
- answerMsg: AnsAskCAMsg

+ RedSelected(): void

+ GreenSelected(): void

+ showSchoolBoard3Selected(): void

+ BlueSelected(): void

+ initialize(): void

+ PinkSelected(): void

+ showSchoolBoard2Selected(): void

+ showSchoolBoard4Selected(): void

+ showSchoolBoard1Selected(): void

+ YellowSelected(): void

+ showGeneralBoardSelected(): void

color: Color
numberOfMessage: int
answerMsg: AnsAskCAMsg
ansPlayAfterCCMsg: AnsPlayAfterCCMsg
ansPlayAfterNotCCMsg: AnsPlayAfterNotCCMsg

ChoiceCharacterCardScene

- cards: ArrayList<CharacterCard>
- islands: ArrayList<IslandTiles>
- player: String
- players: ArrayList<Player>
- numberOfMessage: int

+ showGeneralBoardSelected(): void

+ RedSelected(): void

+ getCoinOfPlayer(ArrayList<Player>, String): int

+ image1Clicked(): void

+ showSchoolBoard4Selected(): void

+ initialize(): void

+ image3Clicked(): void

+ image2Clicked(): void

- getTheRightColor(Color, Circle): void

+ showSchoolBoard1Selected(): void

+ showSchoolBoard2Selected(): void

+ showSchoolBoard3Selected(): void

numberOfMessage: int
islands: ArrayList<IslandTiles>
players: ArrayList<Player>
cards: ArrayList<CharacterCard>
player: String

AssistantCardSceneNewTurn

- answerMsg: AnsNewOrderMsg

+ showCardAssistantSelected(): void

+ chosenCard3(): void

+ chosenCard2(): void

+ chosenCard10(): void

+ chosenCard9(): void

+ chosenCard8(): void

+ chosenCard6(): void

+ chosenCard4(): void

+ showSchoolBoard3Selected(): void

+ showGeneralBoardSelected(): void

+ initialize(): void

+ showSchoolBoard1Selected(): void

+ chosenCard7(): void

+ chosenCard5(): void

+ showSchoolBoard2Selected(): void

+ showSchoolBoard4Selected(): void

+ chosenCard1(): void

AssistantCardScene

- answerMsg: AnsFirstPlayerTurnMsg

+ chosenCard1(): void

+ showSchoolBoard2Selected(): void

+ chosenCard5(): void

+ chosenCard6(): void

+ chosenCard10(): void

+ chosenCard9(): void

+ chosenCard8(): void

+ chosenCard4(): void

+ showGeneralBoardSelected(): void

+ showSchoolBoard3Selected(): void

+ chosenCard2(): void

+ chosenCard8(): void

+ showSchoolBoard1Selected(): void

+ chosenCard7(): void

+ initialize(): void

+ showCardAssistantSelected(): void

+ showSchoolBoard4Selected(): void

+ chosenCard3(): void

CC7Scene

- choseNumber: boolean
- answerMsg: AnsCC7Msg

+ button3Clicked(ActionEvent): void

+ button1Clicked(ActionEvent): void

+ PinkSelected(): void

+ showSchoolBoard1Selected(): void

+ initialize(): void

+ YellowSelected(): void

+ showSchoolBoard2Selected(): void

+ showSchoolBoard4Selected(): void

+ BlueSelected(): void

+ RedSelected(): void

- getTheRightColor(Color, Circle): void

+ button2Clicked(ActionEvent): void

+ showSchoolBoard2Selected(): void

+ GreenSelected(): void

choseNumber: boolean
answerMsg: AnsCC7Msg

AskForMotherNatureScene

- ansPlayAfterCCMsg: AnsPlayAfterCCMsg
- ansPlayAfterNotCCMsg: AnsPlayAfterNotCCMsg
- numberOfMessage: int

+ showSchoolBoard2Selected(): void

+ button1Clicked(ActionEvent): void

+ showSchoolBoard3Selected(): void

- getPlayedCard(String, ArrayList<Player>): CardAssistant?

+ initialize(): void

+ showSchoolBoard2Selected(): void

- shoWImageCA(String, ArrayList<Player>): Image?

+ okClicked(ActionEvent): void

+ showSchoolBoard1Selected(): void

+ showGeneralBoardSelected(): void

numberOfMessage: int
ansPlayAfterCCMsg: AnsPlayAfterCCMsg
ansPlayAfterNotCCMsg: AnsPlayAfterNotCCMsg
ansMoveStudent3Msg: AnsMoveStudent3Msg

MS2NotCCScene

- answerMsg: AnsPlayAfterNotCCMsg
- color: Color

+ BlueSelected(): void

+ showSchoolBoard2Selected(): void

+ showSchoolBoard1Selected(): void

+ initialize(): void

+ showGeneralBoardSelected(): void

+ showSchoolBoard3Selected(): void

+ GreenSelected(): void

+ PinkSelected(): void

+ YellowSelected(): void

+ RedSelected(): void

+ showSchoolBoard4Selected(): void

answerMsg: AnsPlayAfterNotCCMsg
color: Color

MS4NotCCScene

- answerMsg: AnsPlayAfterNotCCMsg
- color: Color

+ RedSelected(): void

+ showSchoolBoard4Selected(): void

+ showGeneralBoardSelected(): void

+ showSchoolBoard1Selected(): void

+ showSchoolBoard3Selected(): void

+ BlueSelected(): void

+ PinkSelected(): void

+ showSchoolBoard2Selected(): void

+ initialize(): void

+ YellowSelected(): void

answerMsg: AnsPlayAfterNotCCMsg
color: Color

MS1NotCCScene

- answerMsg: AnsPlayAfterNotCCMsg
- color: Color

+ BlueSelected(): void

+ showSchoolBoard1Selected(): void

+ showSchoolBoard4Selected(): void

+ GreenSelected(): void

+ PinkSelected(): void

+ RedSelected(): void

+ showGeneralBoardSelected(): void

+ showSchoolBoard2Selected(): void

+ showSchoolBoard3Selected(): void

+ initialize(): void

+ YellowSelected(): void

+ GreenSelected(): void

answerMsg: AnsPlayAfterNotCCMsg
color: Color

MS3NotCCScene

- answerMsg: AnsPlayAfterNotCCMsg
- color: Color

+ RedSelected(): void

+ BlueSelected(): void

+ showSchoolBoard1Selected(): void

+ PinkSelected(): void

+ showSchoolBoard2Selected(): void

+ initialize(): void

+ showGeneralBoardSelected(): void

+ showSchoolBoard3Selected(): void

+ showSchoolBoard4Selected(): void

+ YellowSelected(): void

+ GreenSelected(): void

answerMsg: AnsPlayAfterNotCCMsg
color: Color

MS4CCScene

- answerMsg: AnsPlayAfterCCMsg
- color: Color

+ BlueSelected(): void

+ RedSelected(): void

+ GreenSelected(): void

+ initialize(): void

+ showSchoolBoard4Selected(): void

+ showSchoolBoard1Selected(): void

+ showSchoolBoard3Selected(): void

+ YellowSelected(): void

+ PinkSelected(): void

+ showGeneralBoardSelected(): void

+ showSchoolBoard2Selected(): void

answerMsg: AnsPlayAfterCCMsg
color: Color

CC10Scene

- answerMsg: AnsCC10Msg

+ BlueSelected(): void

+ showSchoolBoard2Selected(): void

+ showSchoolBoard1Selected(): void

+ RedSelected(): void

+ showSchoolBoard4Selected(): void

+ GreenSelected(): void

+ initialize(): void

+ showSchoolBoard3Selected(): void

+ button2Clicked(ActionEvent): void

+ YellowSelected(): void

+ button1Clicked(ActionEvent): void

+ PinkSelected(): void

answerMsg: AnsCC10Msg
chosenNumber: boolean

MS3CCScene

- answerMsg: AnsPlayAfterCCMsg
- color: Color

+ showSchoolBoard3Selected(): void

+ showSchoolBoard2Selected(): void

+ BlueSelected(): void

+ showSchoolBoard2Selected(): void

+ RedSelected(): void

+ showSchoolBoard1Selected(): void

+ initialize(): void

+ PinkSelected(): void

+ showGeneralBoardSelected(): void

+ showSchoolBoard4Selected(): void

+ GreenSelected(): void

answerMsg: AnsPlayAfterCCMsg
color: Color

MS1CCScene

- answerMsg: AnsPlayAfterCCMsg
- color: Color

+ GreenSelected(): void

+ showSchoolBoard2Selected(): void

+ YellowSelected(): void

+ PinkSelected(): void

+ showSchoolBoard1Selected(): void

+ initialize(): void

+ BlueSelected(): void

+ showGeneralBoardSelected(): void

+ showSchoolBoard3Selected(): void

+ RedSelected(): void

+ showSchoolBoard4Selected(): void

answerMsg: AnsPlayAfterCCMsg
color: Color

MS2CCScene

- color: Color
- answerMsg: AnsPlayAfterCCMsg

+ showSchoolBoard4Selected(): void

+ PinkSelected(): void

+ showSchoolBoard1Selected(): void

+ showSchoolBoard2Selected(): void

+ showSchoolBoard3Selected(): void

+ initialize(): void

+ BlueSelected(): void

+ YellowSelected(): void

+ showGeneralBoardSelected(): void

+ GreenSelected(): void

answerMsg: AnsPlayAfterCCMsg
color: Color

CC12Scene

- answerMsg: AnsCC12Msg

+ YellowSelected(): void

+ initialize(): void

+ showSchoolBoard2Selected(): void

+ GreenSelected(): void

+ BlueSelected(): void

+ showGeneralBoardSelected(): void

+ showSchoolBoard3Selected(): void

+ showSchoolBoard4Selected(): void

+ PinkSelected(): void

CC9Scene

- answerMsg: AnsCC9Msg

+ showSchoolBoard3Selected(): void

+ showSchoolBoard4Selected(): void

+ showSchoolBoard2Selected(): void

+ showSchoolBoard1Selected(): void

+ showGeneralBoardSelected(): void

+ BlueSelected(): void

+ YellowSelected(): void

+ PinkSelected(): void

+ initialize(): void

+ GreenSelected(): void

+ RedSelected(): void

CC11Scene

- answerMsg: AnsCC11Msg

+ initialize(): void

+ showSchoolBoard1Selected(): void

+ chosenStudent2(): void

+ showSchoolBoard4Selected(): void

+ chosenStudent4(): void

+ chosenStudent1(): void

+ showSchoolBoard3Selected(): void

+ chosenStudent3(): void

- getTheRightColor(Color, Circle): void

+ showSchoolBoard2Selected(): void

CC1Scene

- colorChosen: Color
- answerMsg: AnsCC1Msg

+ chosenStudent2(): void

- getTheRightColor(Color, Circle): void

+ chosenStudent4(): void

+ chosenStudent3(): void

+ initialize(): void

+ chosenStudent1(): void

answerMsg: AnsCC1Msg
colorChosen: Color

AskForMN3PlayersScene

- shoWImageCA(String, ArrayList<Player>): Image?

+ showSchoolBoard1Selected(): void

+ showSchoolBoard3Selected(): void

+ showSchoolBoard2Selected(): void

- getPlayedCard(String, ArrayList<Player>): CardAssistant?

+ showGeneralBoardSelected(): void

+ initialize(): void

+ showSchoolBoard4Selected(): void

+ okClicked(ActionEvent): void

ChooseCloudScene

- answerMsg: AnsNumStepMNMMsg

+ initialize(): void

+ cloud1Selected(): void

+ cloud2Selected(): void

- getTheRightColor(Color, Circle): void

+ cloud4Selected(): void

+ cloud3Selected(): void

ShowCardAssistantPlayedScene

- numberOfSceneToComeBack: int
- cards: ArrayList<CardAssistant>

+ initialize(): void

+ backClicked(ActionEvent): void

- getTheRightCard(CardAssistant, ImageView): void

numberOfSceneToComeBack: int
cards: ArrayList<CardAssistant>

SchoolBoardScene

- numberOfSceneToComeBack: int
- player: Player

+ initialize(): void

+ backToSceneButtonClicked(ActionEvent): void

- getTheRightColor(Color, Circle): void

player: Player
numberOfSceneToComeBack: int

SettingGameScene

- + number3OfPlayerButtonClicked(ActionEvent): void
- + number4OfPlayerButtonClicked(ActionEvent): void
- + noExpModeButtonClicked(ActionEvent): void
- + number2OfPlayerButtonClicked(ActionEvent): void
- + expModeButtonClicked(ActionEvent): void

PlayAfterNotCCScene

- ansPlayAfterNotCCMsg: AnsPlayAfterNotCCMsg

+ okClicked(ActionEvent): void

PlayAfterCCScene

- ansPlayAfterCCMsg: AnsPlayAfterCCMsg

+ okClicked(ActionEvent): void

ConnectionScene

- + serverHandlerThread: Thread

+ connectButtonClicked(ActionEvent): void

NewTurnScene

- ansNewTurnMsg: AnsNewTurnMsg

+ okClicked(ActionEvent): void

ShowPlayerScene

- answerMsg: AnsGameStartedMsg

+ initialize(): void

TurnDecideScene

- answerMsg: AnsTurnDecidedMsg

+ initialize(): void

EndGameScene

- answerMsg: AnsEndGameMsg

+ initialize(): void

TurnEndedScene

- ansCloudMsg: AnsCloudMsg

+ okClicked(ActionEvent): void

CC3Scene

- answerMsg: AnsCC3Msg

+ IslandClicked(): void

CC5Scene

- + answerMsg: AnsCC5Msg

+ IslandClicked(): void

LoginSceneCheck

- + run(): void

+ loginButtonClicked(ActionEvent): void

LoginScene

- + run(): void

+ loginButtonClicked(ActionEvent): void

ChoiceDiningRoomOrIsland3

- + DiningClicked(ActionEvent): void

+ IslandClicked(ActionEvent): void

ChoiceDiningRoomOrIsland4

- + IslandClicked(ActionEvent): void

+ DiningClicked(ActionEvent): void

ChoiceDiningRoomOrIsland2

- + IslandClicked(ActionEvent): void

+ DiningClicked(ActionEvent): void

ChoiceDiningRoomOrIsland1

- + DiningClicked(ActionEvent): void

+ IslandClicked(ActionEvent): void

AssistantCardSceneNewTurnView

- + run(): void

AskForMotherNatureSceneView

- + run(): void

AskForMN3PlayersSceneView

- + run(): void

PlayCC4Players3SceneView

- + run(): void

NumStepExc3PlayersScene

- + run(): void

PlayerAirUsedCCExcScene

- + run(): void

PlayAfterNotCCSceneView

- + run(): void

NotEnoughCoinsExcScene

- + run(): void

AskForMNCCSceneView

- + run(): void

FirstPlayerTurnSceneView

- + run(): void

MoveStudent4SceneView

- + run(): void

MoveStudent3SceneView

- + run(): void

MoveStudent2SceneView

- + run(): void

MoveStudent1SceneView

- + run(): void

GameCreatedSceneView

- + run(): void

ChooseCloudSceneView

- + run(): void

AskForMNCCSceneView

- + run(): void

GameStartedSceneView

- + run(): void

AssistantCardExcScene

- + run(): void

PlayAfterCCSceneView

- + run(): void

TurnDecideSceneView

- + run(): void

MS4NotCCSceneView

- + run(): void

MS3NotCCSceneView

- + run(): void

MS2NotCCSceneView

- + run(): void

MS1NotCCSceneView

- + run(): void

TurnEndedSceneView

- + run(): void

CannotPlayCCScene

- + run(): void

EndGameSceneView

- + run(): void

NumCloudExcScene

- + run(): void

PlayCC5SceneView

- + run(): void

NewTurnSceneView

- + run(): void

PlayCC4SceneView

- + run(): void

PlayCC3SceneView

- + run(): void

PlayCC2SceneView

- + run(): void

PlayCC1SceneView

- + run(): void

NumStepExcScene

- + run(): void

MS3CCSceneView

- + run(): void

MS4CCSceneView

- + run(): void

MS2CCSceneView

- + run(): void

MS1CCSceneView

- + run(): void

ColorExc4Scene

- + run(): void

ColorExc2Scene

- + run(): void

ColorExc3Scene

- + run(): void

CC12SceneView

- + run(): void

CC10SceneView

- + run(): void

ColorExc1Scene

- + run(): void

CC11SceneView

- + run(): void

CC9SceneView

- + run(): void

CC3SceneView

- + run(): void

CC10ExcScene

- + run(): void

CC1SceneView

- + run(): void

CC3ExcScene

- + run(): void

CC9ExcScene

- + run(): void

CC5ExcScene

- + run(): void

CC7ExcScene

- + run(): void

CC12ExcScene

- + run(): void

CC11ExcScene

- + run(): void

CC9ExcScene

- + run(): void

CC3ExcScene

- + run(): void

CC5SceneView

- + run(): void

CC7SceneView

- + run(): void