Class Documentation

Class name: ConquerFeatures

 States the features of the game and some methods.

Properties

Class constructors

S.N.	Constructor & Description
-	-

Class methods

S.N.	Method & Description
1	**public static int getInteger()** Gets an integer from the user making sure it has the correct type.
2	**public static int getDice()** Returns a random number between 1 and 6.

Class name: ConquerPlayer

States the features of the game and some methods.

Properties

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private int p: allows to assign a team to each player.
private String name: player's name.
private String TeamMember: player's team member, e.g.: Ben-Gurion, Rav Kook,
etc.
private String init: initial letter to describe each team.
private int start: starting position.
private int position: current position.
private int lives: number of lives left.
private boolean turn: states if the player loses his turn or not.
private boolean specialMode: states if the special mode is activated, e.g.:
Mashiach, Jesus, etc.
```

Class constructors

S.N.	Constructor & Description
1	**public ConquerPlayer(int p)** Creates a new player based on the 5 options available to the user which are casted through a variable called p.
2	**public ConquerPlayer(ConquerPlayer regular)** Copy constructor.

Class methods

S.N.	Method & Description
1	**public static void updatePosition(ConquerPlayer Player, int dice)** Updates the player's position.

2	**public static void updateTeam(ConquerPlayer Player)** When a team member dies it updates the number of lives and assigns a new member.
3	**public static ConquerPlayer getNextTurn(ConquerPlayer[] List, int c)** Determines the next player in line.
4	**public static String getFieldName (int newPos)** Gets the field's name.
5	**public static void updateSpecial (ConquerPlayer Player)** Changes the player's team member to the team's special character.
6	**public static void getCheck(ConquerPlayer[] List, ConquerPlayer current)** Checks if any other player is on the current player's field or the initial field.
7	**public static void checkSpecial (ConquerPlayer other, ConquerPlayer current)** Checks if the special player has to go into the game.
8	**public static void updateTurn (ConquerPlayer Player, boolean newTurn)** Sets the player's turn to false, so that he loses his turn or returns it to true.
9	**public static String getName(ConquerPlayer Player)**

	Gets the player's name.	
10	**public static String getMap(ConquerPlayer[] List)** Puts each player into their corresponding position in the map.	

Class name: ConquerPrinter

States the features of the game and some methods.

Properties

Class constructors

S.N.	Constructor & Description
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Class methods

S.N.	Method & Description
1	**public static void Printaaa(String x)** Prints a message in a new window when a significant event takes place in the game.