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

**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** |
| - | - |

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. |