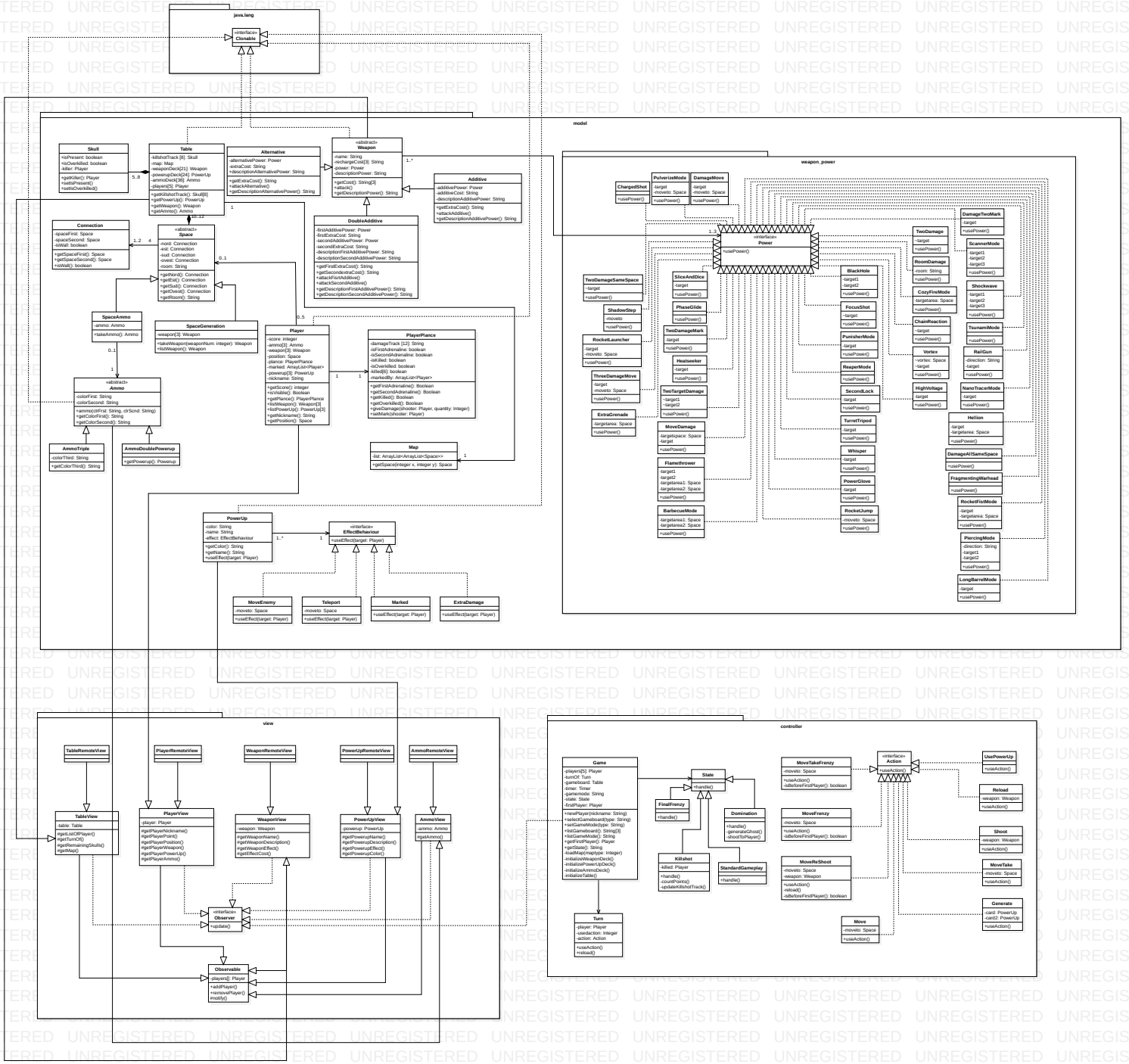
Model Main


java.lang
«interface»
Clonable
model
Skull
+isPresent: boolean
+isOverkilled: boolean
-killer: Player
+getKiller(): Player
+setIsPresent()
+setIsOverkilled()
Table
-killshotTrack [8]: Skull
-map: Map
-weaponDeck[21]: Weapon
-powerupDeck[24]: PowerUp
-ammoDeck[36]: Ammo
-players[5]: Player
+getKillshotTrack(): Skull[8]
+getPowerUp(): PowerUp
+getWeapon(): Weapon
+getAmmo(): Ammo
Alternative
-alternativePower: Power
-extraCost: String
+descriptionAlternativePower: String
+getExtraCost(): String
+attackAlternative()
+getDescriptionAlternativePower(): String
«abstract»
Weapon
-name: String
-rechargeCost[3]: String
-power: Power
-descriptionPower: String
+getCost(): String[3]
+attack()
+getDescriptionPower(): String
Additive
-additivePower: Power
-additiveCost: String
-descriptionAdditivePower: String
+getExtraCost(): String
+attackAdditive()
+getDescriptionAdditivePower(): String
Connection
-spaceFirst: Space
-spaceSecond: Space
-isWall: boolean
+getSpaceFirst(): Space
+getSpaceSecond(): Space
+isWall(): boolean
«abstract»
Space
-nord: Connection
-est: Connection
-sud: Connection
-ovest: Connection
-room: String
+getNord(): Connection
+getEst(): Connection
+getSud(): Connection
+getOvest(): Connection
+getRoom(): String
DoubleAdditive
-firstAdditivePower: Power
-firstExtraCost: String
-secondAdditivePower: Power
-secondExtraCost: String
-descriptionFirstAdditivePower: String
-descriptionSecondAdditivePower: String
+getFirstExtraCost(): String
+getSecondextraCost(): String
+attackFirstAdditive()
+attackSecondAdditive()
+getDescriptionFirstAdditivePower(): String
+getDescriptionSecondAdditivePower(): String
SpaceAmmo
-ammo: Ammo
+takeAmmo(): Ammo
SpaceGeneration
-weapon[3]: Weapon
+takeWeapon(weaponNum: integer): Weapon
+listWeapon(): Weapon
Player
-score: integer
-ammo[3]: Ammo
-weapon[3]: Weapon
-position: Space
-plance: PlayerPlance
-marked: ArrayList<Player>
-powerup[3]: PowerUp
-nickname: String
+getScore(): integer
+isVisible(): Boolean
+getPlance(): PlayerPlance
+listWeapon(): Weapon[3]
+listPowerUp(): PowerUp[3]
+getNickname(): String
+getPosition(): Space
PlayerPlance
-damageTrack [12]: String
-isFirstAdrenaline: boolean
-isSecondAdrenaline: boolean
-isKilled: boolean
-isOverkilled: boolean
-killed[8]: boolean
-markedby: ArrayList<Player>
+getFirstAdrenaline(): Boolean
+getSecondAdrenaline(): Boolean
+getKilled(): Boolean
+getOverkilled(): Boolean
+giveDamage(shooter: Player, quantity: Integer)
+setMark(shooter: Player)
«abstract»
Ammo
-colorFirst: String
-colorSecond: String
+ammo(colFirst: String, clrScnd: String)
+getColorFirst(): String
+getColorSecond(): String
AmmoTriple
-colorThird: String
+getColorThird(): String
AmmoDoublePowerup
+getPowerup(): Powerup
Map
-list: ArrayList<ArrayList<Space>>
+getSpace(integer x, integer y): Space
PowerUp
-color: String
-name: String
-effect: EffectBehaviour
+getColor(): String
+getName(): String
+useEffect(target: Player)
«interface»
EffectBehaviour
+useEffect(target: Player)
MoveEnemy
-moveto: Space
+useEffect(target: Player)
Teleport
-moveto: Space
+useEffect(target: Player)
Marked
+useEffect(target: Player)
ExtraDamage
+useEffect(target: Player)
weapon_power
ChargedShot
+usePower()
PulverizeMode
-target
-moveto: Space
+usePower()
DamageMove
-target
-moveto: Space
+usePower()
«interface»
Power
+usePower()
TwoDamageSameSpace
-target
+usePower()
ShadowStep
-moveto
+usePower()
RocketLauncher
-target
-moveto: Space
+usePower()
ThreeDamageMove
-target
-moveto: Space
+usePower()
ExtraGrenade
-targetarea: Space
+usePower()
SliceAndDice
-target
+usePower()
PhaseGlide
+usePower()
TwoDamageMark
-target
+usePower()
Heatseeker
-target
+usePower()
TwoTargetDamage
-target1
-target2
+usePower()
MoveDamage
-targetspace: Space
-target
+usePower()
Flamethrower
-target1
-target2
-targetarea1: Space
-targetarea2: Space
+usePower()
BarbecueMode
-targetarea1: Space
-targetarea2: Space
+usePower()
BlackHole
-target1
-target2
+usePower()
FocusShot
-target
+usePower()
PunisherMode
-target
+usePower()
ReaperMode
+usePower()
SecondLock
-target
+usePower()
TurretTripod
-target
+usePower()
Whisper
-target
+usePower()
PowerGlove
-target
+usePower()
RocketJump
-moveto: Space
+usePower()
TwoDamage
-target
+usePower()
RoomDamage
-room: String
+usePower()
CozyFireMode
-targetarea: Space
+usePower()
ChainReaction
-target
+usePower()
Vortex
-vortex: Space
-target
+usePower()
HighVoltage
-target
+usePower()
DamageTwoMark
-target
+usePower()
ScannerMode
-target1
-target2
-target3
+usePower()
Shockwave
-target1
-target2
-target3
+usePower()
TsunamiMode
+usePower()
RailGun
-direction: String
-target
+usePower()
NanoTracerMode
-target
+usePower()
Hellion
-target
-targetarea: Space
+usePower()
DamageAllSameSpace
+usePower()
FragmentingWarhead
+usePower()
RocketFistMode
-target
-targetarea: Space
+usePower()
PiercingMode
-direction: String
-target1
-target2
+usePower()
LongBarrelMode
-target
+usePower()
view
TableRemoteView
PlayerRemoteView
WeaponRemoteView
PowerUpRemoteView
AmmoRemoteView
TableView
-table: Table
+getListOfPlayer()
+getTurnOf()
+getRemainingSkulls()
+getMap()
PlayerView
-player: Player
+getPlayerNickname()
+getPlayerPoint()
+getPlayerPosition()
+getPlayerWeapon()
+getPlayerPowerUp()
+getPlayerAmmo()
WeaponView
-weapon: Weapon
+getWeaponName()
+getWeaponDescription()
+getWeaponEffect()
+getElectCost()
PowerUpView
-powerup: PowerUp
+getPowerupName()
+getPowerupDescription()
+getPowerupEffect()
+getPowerupColor()
AmmoView
-ammo: Ammo
+getAmmo()
«interface»
Observer
+update()
Observable
-players[]: Player
+addPlayer()
+removePlayer()
#notify()
controller
Game
-players[5]: Player
-turnOf: Turn
-gameboard: Table
-timer: Timer
-gamemode: String
-state: State
-firstPlayer: Player
+newPlayer(nickname: String)
+selectGameboard(type: String)
+setGameMode(type: String)
+listGameboard(): String[3]
+listGameMode(): String
+getFirstPlayer(): Player
+getState(): String
-loadMap(maptype: Integer)
-initializeWeaponDeck()
-initializePowerUpDeck()
-initializeAmmoDeck()
-initializeTable()
Turn
-player: Player
-usedaction: Integer
-action: Action
+useAction()
+reload()
State
+handle()
FinalFrenzy
+handle()
Killshot
-killed: Player
+handle()
-countPoints()
-updateKillshotTrack()
Domination
+handle()
-generateGhost()
-shootToPlayer()
StandardGameplay
+handle()
MoveTakeFrenzy
-moveto: Space
+useAction()
-isBeforeFirstPlayer(): boolean
MoveFrenzy
-moveto: Space
+useAction()
-isBeforeFirstPlayer(): boolean
MoveReShoot
-moveto: Space
-weapon: Weapon
+useAction()
-reload()
-isBeforeFirstPlayer(): boolean
Move
-moveto: Space
+useAction()
«interface»
Action
+useAction()
UsePowerUp
+useAction()
Reload
-weapon: Weapon
+useAction()
Shoot
-weapon: Weapon
+useAction()
MoveTake
-moveto: Space
+useAction()
Generate
-card: PowerUp
-card2: PowerUp
+useAction()