Cluedo State Machine Diagram

Fergus and Max | August 21, 2019

startGUI

do / using swing open frames and boards

selectCharacters

do / let character select their input

deal

do / deal the cards out

getNames

do / get names of players

numPlayers

do / get number of players

Listener Input/Response

Verify type of input

Menu

Key

Mouse

Menu Input

Key Input

Mouse Input

Decision

Mouse

do / try move to input location

Suggestion

do / run suggestion

Accusation

do / run accusation

Refute

do / run refute

[menu-suggestion or 's']

[menu-accusation or 'a']

menu-next turn or 'n'

New Turn

Run Turn

do / getPlayerTurn and displayBoard

input

[if only one player hasn't lost] / print(player wins)

String Input

Verify type of input

Text input

Key Input