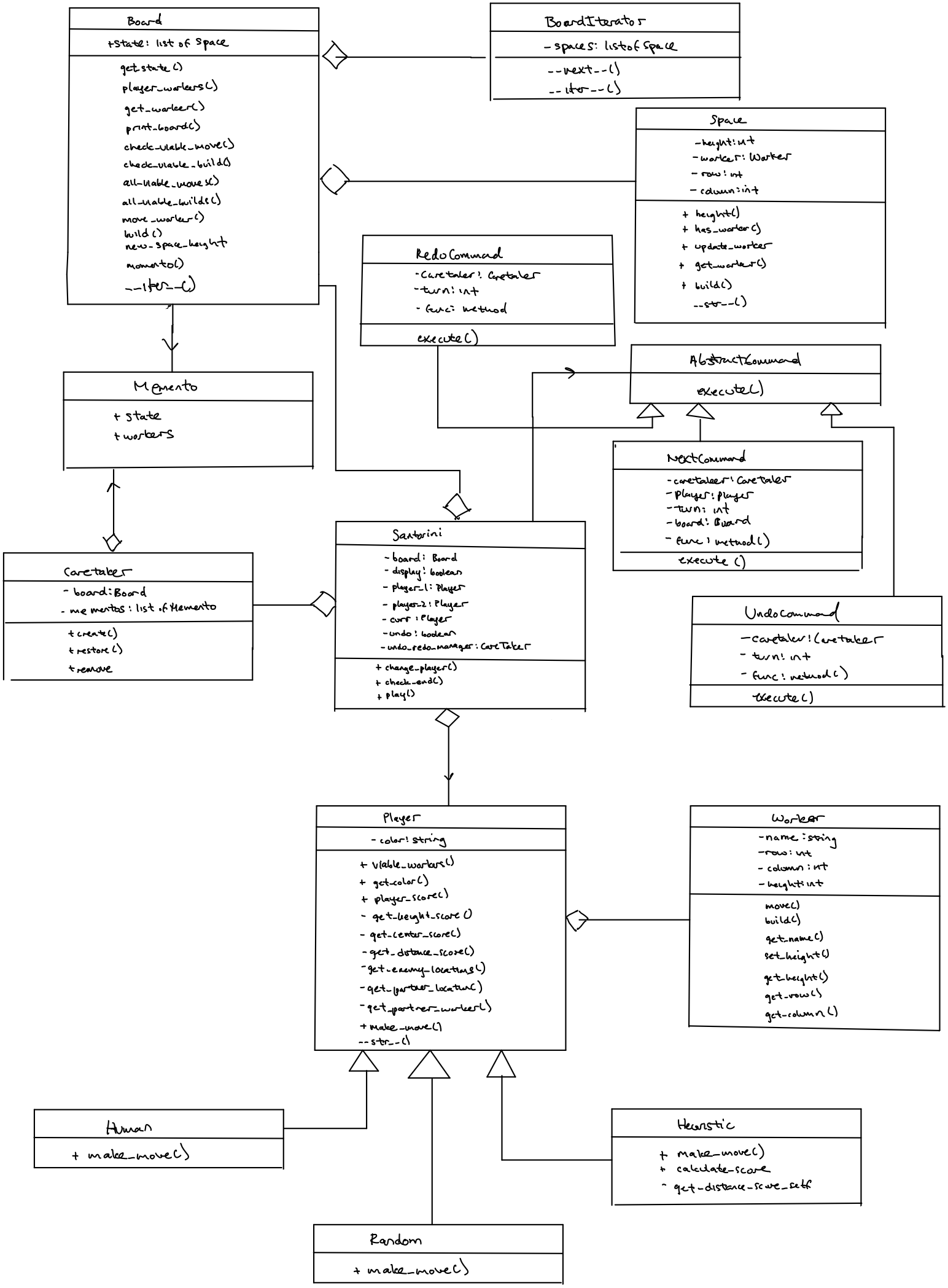
Board
+state: list of Space
get_state()
player_workers()
get_worker()
print_board()
check_viable_move()
check_viable_build()
all_viable_moves()
all_viable_builds()
move_worker()
build()
new_space_height
memento()
__iter__()
BoardIterator
-spaces: listofSpace
__next__()
__iter__()
Space
-height: int
-worker: Worker
-row: int
-column: int
+ height()
+ has_worker()
+ update_worker
+ get_worker()
+ build()
__str__()
RedoCommand
-Caretaker: Caretaker
-turn: int
-func: method
execute()
AbstractCommand
execute()
Memento
+ state
+ workers
NextCommand
-caretaker: Caretaker
-player: player
-turn: int
-board: Board
-func: method()
execute()
Caretaker
- board: Board
- mementos: list of Memento
+ create()
+ restore()
+ remove
Santorini
- board: Board
- display: boolean
- player_1: Player
- player_2: Player
- curr: Player
- undo: boolean
- undo_redo_manager: CareTaker
+ change_player()
+ check_end()
+ play()
UndoCommand
-caretaker: Caretaker
- turn: int
- func: method()
execute()
Player
- color: string
+ viable_workers()
+ get_color()
+ player_score()
- get_height_score()
- get_center_score()
- get_distance_score()
- get_enemy_locations()
- get_partner_location()
- get_partner_worker()
+ make_move()
__str__()
Worker
-name: string
-row: int
-column: int
-height: int
move()
build()
get_name()
set_height()
get_height()
get_row()
get_column()
Human
+ make_move()
Heuristic
+ make_move()
+ calculate_score
- get_distance_score_self
Random
+ make_move()