

Player
-name: String -image: Image -color: Color -resources: Resources -developmentCards: List<DevelopmentCard> -specialCards: List<SpecialCards> -tradingRatios: TradingRatios -localities: List<Locality> -roads: List<Road> -victoryPoints: int -developmentCardPlayedThisTurn: boolean -nPlayedKnightCards: int -user: User +discard(resources:Resources): void +stealResources(player:Player): void

Game
-players: List<Player> -board: Bord -bank: Bank -dice: Dice -activePlayer: Player -longestRoad: SpecialCard -largestArmy: SpecialCard

Bank
-resources: Resources -developmentCard: List<DevelopmentCard> -specialCards: List<SpecialCard>

Dice
-die1Value: int -die2Value: int +roll(): int

TradingRatios
-ratios: Map<ResourceType, int> +combineBest(tradingRatios:TradingRatios): TradingRatios

DevelopmentCard
+cost: Resources

Resources
-resources: Map<ResourceType, int> +add(resources:Resources): void +subtract(resources:Resources): void +multiply(value:int): void +isMoreThan(resources:Resources): boolean

SpecialCard
-owner: Player -type: SpecialCardType +giveTo(newPlayer:Player): void +giveTo(bank:Bank): void

<<enumeration>>
SpecialCardType
-victoryPoints: int LONGEST_ROAD LARGEST_ARMY

VictoryPointCard
-type: VictoryPointCardType

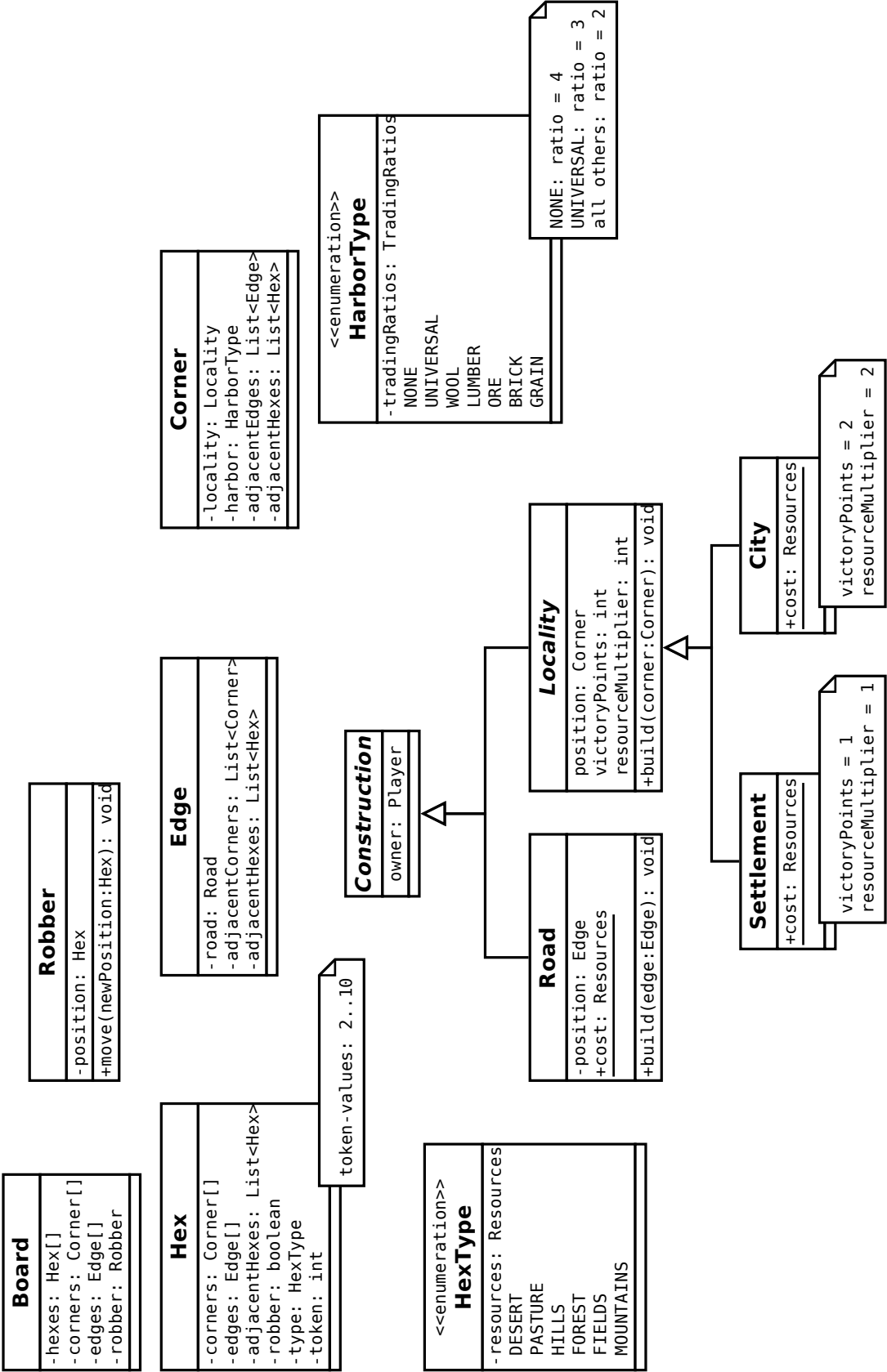
<<enumeration>>
VictoryPointCardType
-victoryPoints: int CHAPEL LIBRARY MARKET GREAT_HALL UNIVERSITY

PlayableDevelopmentCard
-drawnThisTurn: boolean -type: DevelopmentCardType +play(): void

<<enumeration>>
DevelopmentCardType
KNIGHT MONOPOLY ROAD_BUILDING YEAR_OF_PLENTY

<<enumeration>>
ResourceType
WOOL BRICK LUMBER GRAIN ORE

The only difference between the victoryPointCardTypes are the names and pictures.



HexIllustrator	TokenIllustrator
-HEIGHT: int -WIDTH: int -graphicsComponent: Pane/Canvas -images: Map<HexType, Image> -names: Map<HexType, String> -descriptions: Map<HexType, String>	-RADIUS: int -graphicsComponent: Pane/Canvas -image: Image
+draw(hex:Hex,xPosition:int,yPosition:int): void	+draw(token:Token,xPosition:int,yPosition:int): void

