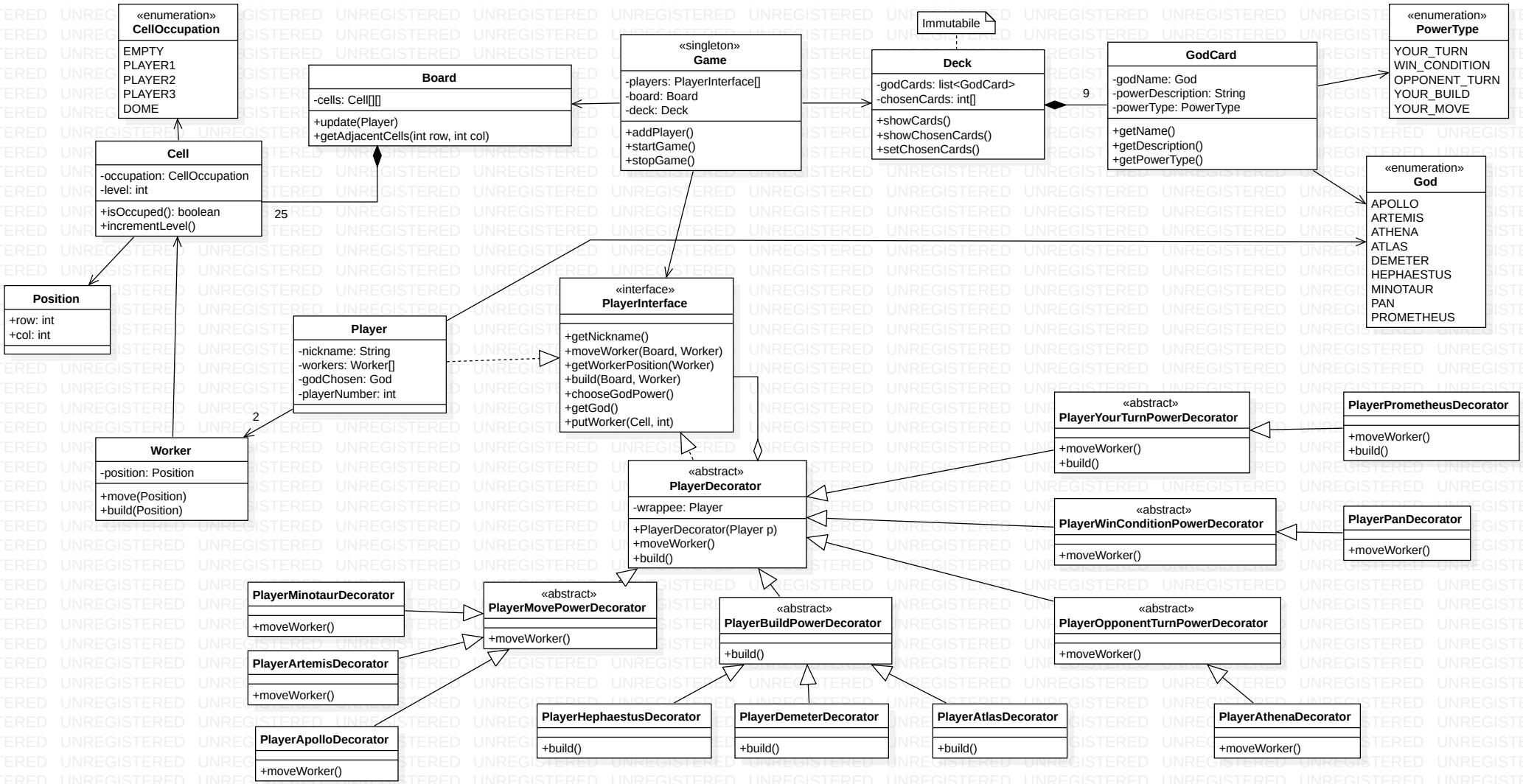
Model.Main


«enumeration»
CellOccupation
EMPTY
PLAYER1
PLAYER2
PLAYER3
DOME
Board
-cells: Cell[][]
+update(Player)
+getAdjacentCells(int row, int col)
«singleton»
Game
-players: PlayerInterface[]
-board: Board
-deck: Deck
+addPlayer()
+startGame()
+stopGame()
Immutabile
Deck
-godCards: list<GodCard>
-chosenCards: int[]
+showCards()
+showChosenCards()
+setChosenCards()
9
GodCard
-godName: God
-powerDescription: String
-powerType: PowerType
+getName()
+getDescription()
+getPowerType()
«enumeration»
PowerType
YOUR_TURN
WIN_CONDITION
OPPONENT_TURN
YOUR_BUILD
YOUR_MOVE
Cell
-occupation: CellOccupation
-level: int
+isOccuped(): boolean
+incrementLevel()
25
«enumeration»
God
APOLLO
ARTEMIS
ATHENA
ATLAS
DEMETER
HEPHAESTUS
MINOTAUR
PAN
PROMETHEUS
Position
+row: int
+col: int
Player
-nickname: String
-workers: Worker[]
-godChosen: God
-playerNumber: int
«interface»
PlayerInterface
+getNickname()
+moveWorker(Board, Worker)
+getWorkerPosition(Worker)
+build(Board, Worker)
+chooseGodPower()
+getGod()
+putWorker(Cell, int)
2
Worker
-position: Position
+move(Position)
+build(Position)
«abstract»
PlayerYourTurnPowerDecorator
+moveWorker()
+build()
PlayerPrometheusDecorator
+moveWorker()
+build()
«abstract»
PlayerDecorator
-wrappee: Player
+PlayerDecorator(Player p)
+moveWorker()
+build()
«abstract»
PlayerWinConditionPowerDecorator
+moveWorker()
PlayerPanDecorator
+moveWorker()
PlayerMinotaurDecorator
+moveWorker()
«abstract»
PlayerMovePowerDecorator
+moveWorker()
«abstract»
PlayerBuildPowerDecorator
+build()
«abstract»
PlayerOpponentTurnPowerDecorator
+moveWorker()
PlayerArtemisDecorator
+moveWorker()
PlayerApolloDecorator
+moveWorker()
PlayerHephaestusDecorator
+build()
PlayerDemeterDecorator
+build()
PlayerAtlasDecorator
+build()
PlayerAthenaDecorator
+moveWorker()