ViewObserver
onUpdateMotherNatureMove(int) void
onUpdateAssistantCard(int) void
onUpdateCharacterCard(Description)(String) void
onUpdateMode(String) void
onUpdateQuit(String) void
onUpdatePlayersNumber(int) void
onUpdateServerInfo(Map<String, String>) void
onUpdateMoveStudentToDiningRoom(StudentColor) void
onUpdateNickname(String) void
onUpdateMoveStudentToIsland(StudentColor, int) void
onUpdateCloud(int) void
onUpdateCharacterCard(String, StudentColor, int) void
View
drawBoard(Game) void
onDemandNickname(String) void
onDemandMotherNatureMove(int) void
showDisconnectionMessage(String, String) void
onDemandCharacterCard(String[]) void
onDemandAssistantCard(List<AssistantCard>) void
showErrorAndQuit(String) void
onDemandPlayersNumber(int) void
showGeneric(Message)(String) void
showLoginResult(boolean, boolean, String) void
ViewObservable
observerList List<ViewObserver>
removeObserver(ViewObserver) void
notifyObserver(Consumer<ViewObserver>) void
addObserver(ViewObserver) void
Observable
observerList List<Observer>
removeObserver(Observer) void
addObserver(Observer) void
notifyObserver(Message) void
Observer
update(Message) void
GameController
STR_INVALID_STATE String
motherNatureFlag boolean
state GameState
game Game
endgame boolean
server Server
nicknames List<String>
activePlayer Player
turnCont int
lobby Lobby
moveCont int
checkController CheckController
SAVED_GAME_FILE String
text String[]
cloudFlag boolean
serialVersionUID long
serverEndFlag boolean
virtualViewMap Map<String, VirtualView>
actFlag boolean
askInterrupted String
checkLoginNickname(String, View) boolean
plan(Message) void
broadcastDisconnectionMessage(String, String) void
quitFromServer(String) void
removeVirtualView(String) void
addVirtualView(String, VirtualView) void
getLobby() Lobby
actionTurnManager() void
getState() GameState
getNicknames() List<String>
endMessage() void
characterCardsDescription(Message) void
getVirtualViewMap() Map<String, VirtualView>
broadcastWaitingMessage(Player) void
switchStateMessage() void
update(Message) void
getText() String[]
threeIslandEnd() void
getAskInterrupted() String
initGameController() void
getServer() Server
assistantCardEnd() void
isGameStarted() boolean
endGame() void
broadcastGenericMessage(String) void
setGameState(GameState) void
planTurnManager() void
loginHandler(String, VirtualView) void
initGame() void
setServerEndFlag(boolean) void
bagEmptyEnd() void
login(Message) void
establishWin() void
noTowersWin() void
ccDescription() void
characterCardManager(Message) void
action(Message) void
ClientController
view View
taskQueue ExecutorService
nickname String
client Client
updateAssistantCard(int) void
updateCharacterCardDescription(String) void
updateMoveStudentToIsland(StudentColor, int) void
update(Message) void
updateMotherNatureMove(int) void
updateQuit(String) void
updateCharacterCard(String, StudentColor, int) void
updatePlayersNumber(int) void
updateCloud(int) void
updateServerInfo(Map<String, String>) void
updateNickname(String) void
updateMoveStudentToDiningRoom(StudentColor) void
updateMode(String) void
VirtualView
clientHandler ClientHandler
showGeneric(Message)(String) void
onDemandAssistantCard(List<AssistantCard>) void
onDemandMotherNatureMove(int) void
showLoginResult(boolean, boolean, String) void
onDemandCharacterCard(String[]) void
update(Message) void
showErrorAndQuit(String) void
onDemandNickname(String) void
showDisconnectionMessage(String, String) void
onDemandPlayersNumber(int) void
drawBoard(Game) void
EriantysCLI
numCloud int
i int
playersNumber int
numMoves int
out PrintStream
CANCEL_INPUT String
assistantCardValue int
ccFlag boolean
console BufferedReader
IPv4_PATTERN Pattern
IPV4_REGEX String
drawPlanks(Game) void
onDemandCharacterCard(String[]) void
onDemandQuit() void
onDemandCloud() void
onDemandNickname() void
onDemandPlayersNumber() void
onDemandMotherNatureMove(int) void
onDemandMoveStudent() void
showGeneric(Message)(String) void
showLoginResult(boolean, boolean, String) void
getXY(int, int) void
drawClouds(Game) void
welcome() void
clearConsole() void
showErrorAndQuit(String) void
onDemandServerInfo() void
drawIslands(Game) void
onDemandMode() void
convertANSI(TowerColor) String[]
convertANSI(StudentColor) String[]
drawBoard(Game) void
drawCharacterCards(GameExpert) void
initialFreeAddress(String) void
showDisconnectionMessage(String, String) void
drawPhase(Game) void
onDemandAssistantCard(List<AssistantCard>) void
nextLine() String
chooseStudent(String[], StudentColor, String) StudentColor
Client
LOGGER Logger
readMessage() void
disconnect() void
enablePinger(boolean) void
sendMessage(Message) void
ServerHandler
socket Socket
outputStm ObjectOutputStream
inputStm ObjectInputStream
SOCKET_TIMEOUT int
pinger ScheduledExecutorService
readExecutorQueue ExecutorService
sendMessage(Message) void
enablePinger(boolean) void
readMessage() void
disconnect() void
Game
players List<Player>
state GameState
instance Game
chosenPlayersNumber int
nicknames List<String>
MAX_PLAYERS int
SERVER_NICKNAME String
serialVersionUID long
board Board
contPlayer int
setState(GameState) void
getContPlayer() int
getBoard() Board
removePlayer(byNickname)(String) boolean
getPlayers() List<Player>
getInstance() Game
addPlayer(Player) void
getChosenPlayerNumber() int
setInstance(Game) void
getNicknames() List<String>
getPlayerBy(Nickname)(String) Player
getState() GameState
initGame() void
getNumPlayers() int
resetInstance() void
notifyBoard() void
isNicknameTaken(String) boolean
setChosenPlayersNumber(int) void
GameExpert
serialVersionUID long
randomInt int
tempRandomInt2 int
threeChosenCards List<CharacterCard>
tempRandomInt1 int
random Random
fillCcDescription() void
initGameExpert() void
getThreeChosenCards() List<CharacterCard>
Board
professionsControlledBy String[]
blueCont int
yellowCont int
pinkCont int
serialVersionUID long
cardActivated boolean
greenCont int
studentsIslandInit ArrayList<Student>
bag Bag
islands List<Island>
random Random
contIsle int
randomInt int
NUM_ISLAND_INIT int
redCont int
game Game
clouds List<Cloud>
setProfessionsControlledBy(String[]) void
moveProfessor(Player) void
isCardActivated() boolean
isBagEmptyCC() void
moveStudentsFromBagToClouds() void
calculateSupremacy(Island) void
getGameInstance() Game
moveProfessorChefPlayer() void
conquerIsland(Island) void
getProfessionsControlledBy() String[]
moveTowerFromIslandToPlank(Island) void
setCardActivated(boolean) void
applyEffectHerbalist(Player, CharacterCard, int) void
towerCont(Island) void
moveTowerFromPlankToIsland(Player, Island) void
applyEffectChef(Player, CharacterCard) void
applyEffectKnight(Player, CharacterCard) void
initBoard() void
moveProfessorNormal(Player) void
getClouds() List<Cloud>
moveMotherNature(int) void
joinIslands(Island) void
areIslandsLessThanThree() boolean
applyEffectMessenger(Player, CharacterCard, int) void
applyEffectCentaur(Player, CharacterCard) void
getBag() Bag
applyEffectPostman(Player, CharacterCard) void
applyEffectSommelier(Player, CharacterCard, StudentColor, int) void
applyEffectLady(Player, CharacterCard, StudentColor) void
setGameInstance(Game) void
getIslands() List<Island>
Player
supremacyCont int
serialVersionUID long
towerCont int
state PlayerState
nickname String
chosenAssistantCard AssistantCard
game Game
plank Plank
numCoins int
chosenACValue int
deck AssistantDeck
playerColor TowerColor
initPlayer() void
moveStudentFromEntranceToDiningRoom(Student) void
setNumCoins(int) void
getSupremacyCont() int
getChosenAssistantCard() AssistantCard
setPlayerColor(TowerColor) void
getNickname() String
moveStudentFromCloudToEntrance(Cloud) void
getPlank() Plank
getPlayerColor() TowerColor
isDeckEmpty() boolean
setSupremacyCont(int) void
isTowerSpaceEmpty() boolean
getDeck() AssistantDeck
chooseAssistantCard(int) void
getTowerCont() int
moveStudentFromEntranceToIsland(Student, Island) void
getState() PlayerState
setTowerCont(int) void
getNumCoins() int
ANSIColor
YELLOW_BOLD String
YELLOW_BACKGROUND String
BLACK String
PURPLE_BACKGROUND String
YELLOW String
WHITE_BACKGROUND String
PURPLE String
UNDERLINE String
CYAN_BOLD String
BLACK_BOLD_BRIGHT String
BLUE String
BLACK_BACKGROUND String
CYAN String
GREEN String
RED String
GREEN_BACKGROUND String
WHITE String
YELLOW_BOLD_BRIGHT String
CLEAR String
BLUE_BACKGROUND String
GREEN_BOLD_BRIGHT String
ORANGE_BACKGROUND String
CYAN_BACKGROUND String
RAW String
RESET String
RED_BACKGROUND String
PURPLE_BOLD String
PURPLE_BOLD_BRIGHT String
CheckController
testTurnFlag boolean
serialVersionUID long
gameController Game
nicknamesInChooseOrder List<String>
virtualViewMap Map<String, VirtualView>
numCardOtherPlayers List<Integer>
sortedNicknames List<String>
firstPlayerInAction String
game Game
getNicknamesInChooseOrder() List<String>
cloudCheck(Message) boolean
verifyReceivedDataMessage() boolean
modeCheck(Message) boolean
motherNatureCheck(Message) boolean
numIslandCheck(VirtualView, Player, CharacterCardMessage, CharacterCard) boolean
playerNumberReplyCheck(Message) boolean
setFirstPlayerInAction(String) void
initializeFirstPlayerInAction() void
moveStudentCheck(Message) boolean
characterCardCheck(Message) boolean
sortNicknames() void
askInterrupted(VirtualView, Player) void
eachCharCardCheck(VirtualView, Player, CharacterCard) boolean
getNumCardOtherPlayers() List<Integer>
getFirstPlayerInAction() String
checkLoginNickname(String, View) boolean
assistantCardResultCheck(Message) boolean
MessageType
LOGIN_REQUEST
CLOUD_MESSAGE
LOGIN_RESULT
GENERIC_MESSAGE
PLAYERNUMBER_REQUEST
ROAMS_MESSAGE
ASSISTANTCARD_REQUEST
CHARACTERCARDS_REQUEST
PING
MOTHERNATURE_REQUEST
DISCONNECTION
END_MESSAGE
MOTHERNATURE_RESULT
MOVE_STUDENT
ASSISTANTCARD_RESULT
CHARACTERCARDS_DESCRIPTION_REQUEST
CHARACTERCARDS_DESCRIPTION_RESULT
MODE_MESSAGE
PLAYERNUMBER_RESULT
ERROR
valueOf(String) MessageType
values() MessageType[]
Lobby
gameController GameController
realTimeNumPlayer int
mode String
players List<Player>
ID int
numPlayers int
LOGGER Logger
full boolean
setMode(String) void
isFull() boolean
getNumPlayers() int
setFull(boolean) void
checkFull() void
getMode() String
addPlayer(String) void
getPlayers() List<Player>
deleteExtraPlayers() void
isNicknameTaken(String) boolean
setNumPlayers(int) void
checkStart() boolean
CharacterCard
enabled boolean
characterName CharacterName
students List<Student>
hasStudents boolean
description String
price int
game Game
banCards boolean[]
serialVersionUID long
setEnabled(boolean) void
getDescription() String
getPrice() int
hasStudents() boolean
setPrice(int) void
setDescription(String) void
getStudents() List<Student>
isEnabled() boolean
getCharacterName() CharacterName
getBanCards() boolean[]
Message
serialVersionUID long
nickname String
messageType MessageType
getMessageType() MessageType
getNickname() String
toString() String
ErrorMessage
serialVersionUID long
error String
getError() String
toString() String
LoginRequest
serialVersionUID long
toString() String
AssistantCardResult
serialVersionUID long
card int
getCard() int
toString() String
MoveMessage
numIsland int
serialVersionUID long
studentColor StudentColor
getNumIsland() int
getStudentColor() StudentColor
toString() String
CharacterCardsDescriptionResult
serialVersionUID long
text String[]
toString() String
getText() String[]
DisconnectionMessage
nicknameDisconnected String
messageStr String
serialVersionUID long
getNicknameDisconnected() String
getMessageStr() String
toString() String
LoginResult
serialVersionUID long
connectionSuccessful boolean
nicknameAccepted boolean
toString() String
isConnectionSuccessful() boolean
isNicknameAccepted() boolean
MotherNatureRequest
maxMoves int
serialVersionUID long
toString() String
getMaxMoves() int
AssistantCardRequest
serialVersionUID long
cardValue List<String>
deck List<AssistantCard>
toString() String
getDeck() List<AssistantCard>
CharacterCardsDescriptionRequest
serialVersionUID long
askInterrupted String
getAskInterrupted() String
toString() String
ModeMessage
serialVersionUID long
mode String
toString() String
getMode() String
GenericMessage
serialVersionUID long
message String
toString() String
getMessage() String
EndMessage
quit String
serialVersionUID long
getQuit() String
toString() String
PingMessage
serialVersionUID long
CharacterCardMessage
card String
serialVersionUID long
numIsland int
studentColor StudentColor
getNumIsland() int
getStudentColor() StudentColor
getCard() String
toString() String
PlayerNumberResult
serialVersionUID long
playerNumber int
toString() String
getPlayerNumber() int
MotherNatureResult
serialVersionUID long
numMoves int
getNumMoves() int
toString() String
CloudMessage
serialVersionUID long
numCloud int
toString() String
getNumCloud() int
BoardMessage
serialVersionUID long
game Game
getGame() Game
toString() String
PlayerNumberRequest
serialVersionUID long
toString() String
Island
students List<Student>
motherNature boolean
banCard boolean
serialVersionUID long
towers List<Tower>
isMotherNature() boolean
setMotherNature(boolean) void
setBanCard(boolean) void
isBanCard() boolean
removeStudent() void
getTowers() List<Tower>
addStudent(Student) void
getFirstTower() Tower
getStudents() List<Student>
removeTower() void
addTower(Tower) void
getFirstStudent() Student
CharacterName
Jolly
Chef
Knight
Spinnaker
Centaur
Herbalist
Musician
Postman
Messenger
Lady
Sinister
Merchant
valueOf(String) CharacterName
values() CharacterName[]
Server
gameController GameController
LOGGER Logger
clientHandlerMap Map<String, ClientHandler>
instance Server
flag boolean
lock Object
onMessageReceived(Message) void
onDisconnect(ClientHandler) void
getNicknameFromClientHandler(ClientHandler) String
addClient(String, ClientHandler) void
removeClient(String) void
getInstance() Server
getClientHandlerMap() Map<String, ClientHandler>
ClientHandler
output ObjectOutputStream
input ObjectInputStream
inputLock Object
socketServer SocketServer
connected boolean
outputLock Object
client Socket
messageManager() void
disconnect() void
isConnected() boolean
sendMessage(Message) void
run() void
StudentColor
RED StudentColor
GREEN long
YELLOW int
code int
BLUE String
PINK
valueOf(String) StudentColor
getStudentColor(int) StudentColor
getCode() int
toString(StudentColor) String[]
values() StudentColor[]
Bag
students List<Student>
bagEmpty boolean
serialVersionUID long
removeStudent() void
setBagEmpty(Boolean) void
getStudents() List<Student>
isBagEmpty() boolean
getFirstStudent() Student
addStudent(Student) void
StudentRow
rowColor StudentColor
serialVersionUID long
students List<Student>
getStudents() List<Student>
getRowColor() StudentColor
setStudents(List<Student>) void
setRowColor(StudentColor) void
addStudent(Student) void
Plank
diningRoom StudentRow[]
entrance Entrance
serialVersionUID long
towerSpace TowerSpace
getTowerSpace() TowerSpace
isTowerSpaceEmpty() boolean
getEntrance() Entrance
getDiningRooms() StudentRow[]
Cloud
serialVersionUID long
students List<Student>
isEmpty() boolean
getStudentsSize() int
getStudents() List<Student>
removeStudent() void
getFirstStudent() Student
addStudent(Student) void
PlayerState
ACTION
SLEEP
state String
PLAN
getState() String
setState(String) void
values() PlayerState[]
valueOf(String) PlayerState
SocketServer
server Server
port int
serverSocket ServerSocket
addClient(String, ClientHandler) void
onMessageReceived(Message) void
run() void
onDisconnect(ClientHandler) void
Entrance
game Game
serialVersionUID long
students ArrayList<Student>
towing_student Student
addStudent(Student) void
getStudents() ArrayList<Student>
removeStudent(Student) void
TowerSpace
game Game
serialVersionUID long
towers List<Tower>
addTower(Tower) void
removeTower() void
getTowersList() List<Tower>
getFirstTower() Tower
GameState
PLAN
PREGAME
ACTION
ENDGAME
values() GameState[]
valueOf(String) GameState
TowerColor
GREY
WHITE
BLACK
valueOf(String) TowerColor
values() TowerColor[]
AssistantCard
maxMoves int
serialVersionUID long
value int
getMaxMoves() int
getValue() int
AssistantDeck
serialVersionUID long
deck List<AssistantCard>
getDeck() List<AssistantCard>
Student
serialVersionUID long
color StudentColor
getColor() StudentColor
Tower
serialVersionUID long
color TowerColor
getColor() TowerColor
ClientMain
main(String[]) void
ServerMain
main(String[]) void