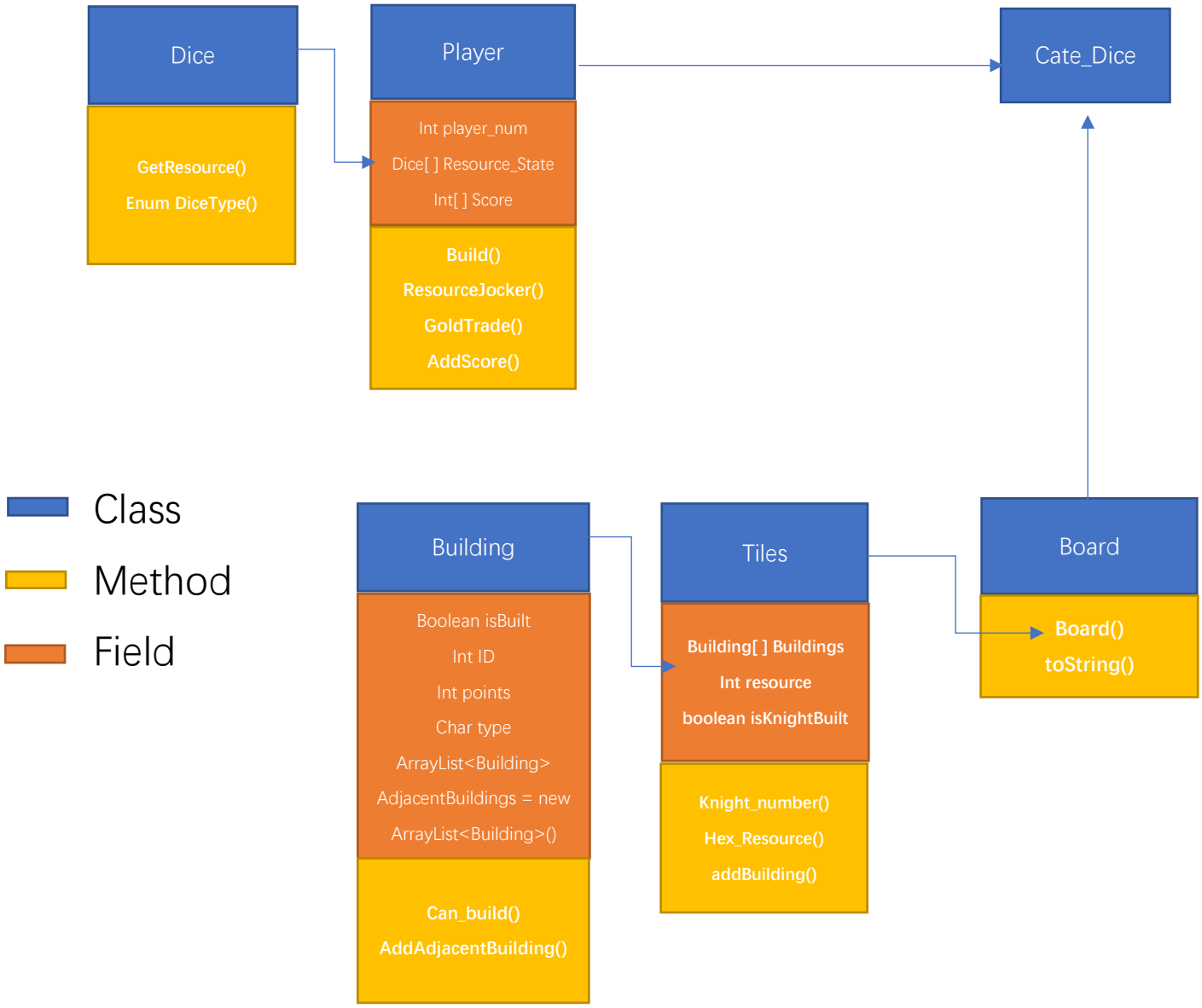
Relationship Between Class



Class Details

Dice	
GetResource()	the Resource of the Dice of this sides
Enum_DiceType()	the corresponding dice type
Player	
Int player_num	The first player roll dice first
Dice[ ] Resource_State	using int[] to record resource state and score
Int[ ] Score	
Build()	Return String to show Player's action
ResourceJocker()	For example, build different structure, gold trade
GoldTrade()	
AddScore()	Record score on field scores
RollDice()	Player roll dice and then record resource on resource_state
Building	
Boolean isBuilt	ID and type shows different type of structures and position
Int ID	
Int points	If building is built by player, isBuild will be changed to true
Char type	
ArrayList<Building>AdjacentBuildings=new ArrayList<Building>()	Record the adjacent Buildings of this building this is used to check building constraints
Can_build()	Determine it can be built or not.
AddAdjacentBuilding()	Add Adjacent Building

Tiles	
Building[ ] Buildings	Record different buildings on this Tile, resource for swapping resource and also shows whether knight on this tile has been built
Int resource	
boolean isKnightBuilt	
Knight_number()	Return Knight number for this tile
Hex_Resource()	Return Hex Resource for this tile
addBuilding()	Add building instance on tiles based on index
Board	
Board()	1.initial six tiles 2. connect all buildings and put building on tiles 3. put all six tiles on board
toString()	