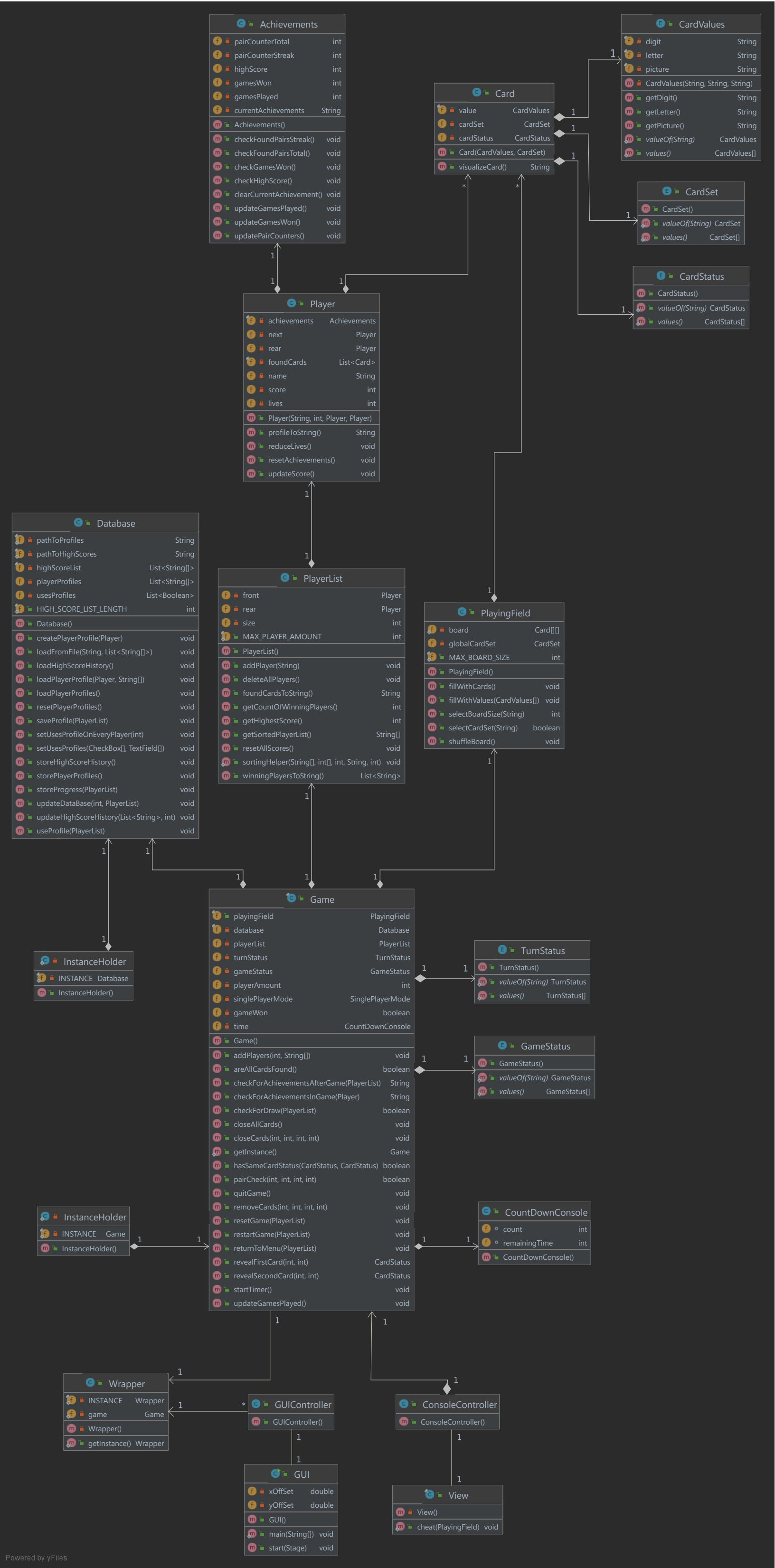
Achievements
pairCounterTotal int
pairCounterStreak int
highScore int
gamesWon int
gamesPlayed int
currentAchievements String
Achievements()
checkFoundPairsStreak() void
checkFoundPairsTotal() void
checkGamesWon() void
checkHighScore() void
clearCurrentAchievement() void
updateGamesPlayed() void
updateGamesWon() void
updatePairCounters() void
CardValues
digit String
letter String
picture String
CardValues(String, String, String)
getDigit() String
getLetter() String
getPicture() String
valueOf(String) CardValues
values() CardValues[]
Card
value CardValues
cardSet CardSet
cardStatus CardStatus
Card(CardValues, CardSet)
visualizeCard() String
CardSet
CardSet()
valueOf(String) CardSet
values() CardSet[]
CardStatus
CardStatus()
valueOf(String) CardStatus
values() CardStatus[]
Player
achievements Achievements
next Player
rear Player
foundCards List<Card>
name String
score int
lives int
Player(String, int, Player, Player)
profileToString() String
reduceLives() void
resetAchievements() void
updateScore() void
Database
pathToProfiles String
pathToHighScores String
highScoreList List<String[]>
playerProfiles List<String[]>
usesProfiles List<Boolean>
HIGH_SCORE_LIST_LENGTH int
Database()
createPlayerProfile(Player) void
loadFromFile(String, List<String[]>) void
loadHighScoreHistory() void
loadPlayerProfile(Player, String[]) void
loadPlayerProfiles() void
resetPlayerProfiles() void
saveProfile(PlayerList) void
setUsesProfileOnEveryPlayer(int) void
setUsesProfiles(CheckBox[], TextField[]) void
storeHighScoreHistory() void
storePlayerProfiles() void
storeProgress(PlayerList) void
updateDataBase(int, PlayerList) void
updateHighScoreHistory(List<String>, int) void
useProfile(PlayerList) void
PlayerList
front Player
rear Player
size int
MAX_PLAYER_AMOUNT int
PlayerList()
addPlayer(String) void
deleteAllPlayers() void
foundCardsToString() String
getCountOfWinningPlayers() int
getHighestScore() int
getSortedPlayerList() String[]
resetAllScores() void
sortingHelper(String[], int[], int, String, int) void
winningPlayersToString() List<String>
PlayingField
board Card[][]
globalCardSet CardSet
MAX_BOARD_SIZE int
PlayingField()
fillWithCards() void
fillWithValues(CardValues[]) void
selectBoardSize(String) int
selectCardSet(String) boolean
shuffleBoard() void
InstanceHolder
INSTANCE Database
InstanceHolder()
Game
playingField PlayingField
database Database
playerList PlayerList
turnStatus TurnStatus
gameStatus GameStatus
playerAmount int
singlePlayerMode SinglePlayerMode
gameWon boolean
time CountDownConsole
Game()
addPlayers(int, String[]) void
areAllCardsFound() boolean
checkForAchievementsAfterGame(PlayerList) String
checkForAchievementsInGame(Player) String
checkForDraw(PlayerList) boolean
closeAllCards() void
closeCards(int, int, int, int) void
getInstance() Game
hasSameCardStatus(CardStatus, CardStatus) boolean
pairCheck(int, int, int, int) boolean
quitGame() void
removeCards(int, int, int, int) void
resetGame(PlayerList) void
restartGame(PlayerList) void
returnToMenu(PlayerList) void
revealFirstCard(int, int) CardStatus
revealSecondCard(int, int) CardStatus
startTimer() void
updateGamesPlayed() void
TurnStatus
TurnStatus()
valueOf(String) TurnStatus
values() TurnStatus[]
GameStatus
GameStatus()
valueOf(String) GameStatus
values() GameStatus[]
InstanceHolder
INSTANCE Game
InstanceHolder()
CountDownConsole
count int
remainingTime int
CountDownConsole()
Wrapper
INSTANCE Wrapper
game Game
Wrapper()
getInstance() Wrapper
GUIController
GUIController()
ConsoleController
ConsoleController()
GUI
xOffSet double
yOffSet double
GUI()
main(String[]) void
start(Stage) void
View
View()
cheat(PlayingField) void
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