

Class : Character

<u>Responsibilities</u>	<u>Collaborators</u>
I do :	Player , Game
* assign character for each user	
* keep track of life points & special abilities	

Character

- name: String
- lifePoints: Integer
- specialAbility: String
- + lifePointsInTheBeginning: Integer
- + -----
- + <<constructor>> Character()
- + <<constructor>> Character(name: String,
lifePoints: Integer, specialAbility: String)
- + getName(): String
- + getSpecialAbility(): String
- + getLifePoints(): Integer
- setName(name: String)
- setLifePoints(lifePoints: Integer)
- setSpecialAbility(specialAbility: String)
- + loseLifePoints(numberOfPoints: Integer): Integer
- + gainLifePoints(numberOfPoints: Integer): Integer

CDC

Class: Die

Responsibilities	Collaborators
* Create a Die object	Game Roll Dice Project 3

UML

Die

-
- face: String
 - reroll: boolean
 - chooseRoll: boolean
-

+ << constructor >> Die(face: String,
reroll: boolean, chooseRoll: boolean)

+ setFace(face: String)

+ setReroll(reroll: boolean)

+ setChooseRoll(chooseRoll: boolean)

+ getFace(): String

+ getReroll(): boolean

+ getChooseRoll(): boolean

CDC

Role

responsibilities	collaborators
<ul style="list-style-type: none">• to assign the roles (sheriff, outlaw, renegade) to the players• determine whether a player's goal was accomplished and they won the game	<ul style="list-style-type: none">• player class• Game class

UML

Role

- ArrayList roles
- String name
- boolean won
- int players

- + <<Constructor>> Role (int players)
- + setName ()
- + getName () : String
- + get Won () : boolean
- + make Roles (int numPlayers)
- + has Won (Player[] players)

Class: Roll Dice

CDC

Responsibilities	Collaborators
#create a linkedList of 6Die objects	Die
#Reroll dice selected by the player	Game Player Project 3

UML

Roll Dice

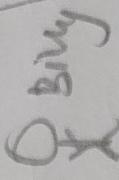
- dice : LinkedList

+ <<constructor>> RollDice()

+ rollDice (dice:LinkedList): LinkedList

+ getDice (): LinkedList

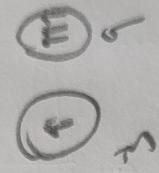
Character



Role



Bullets

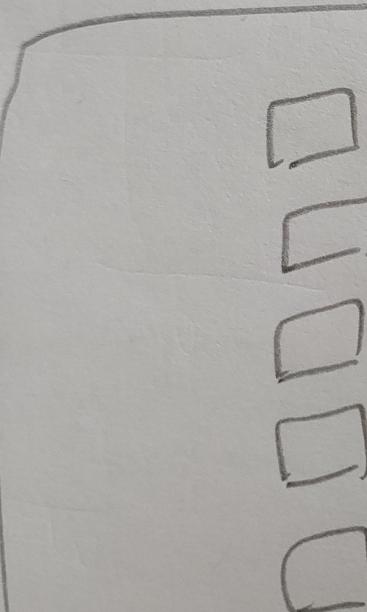
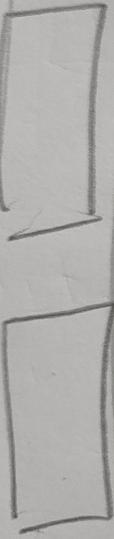


Chosen Die

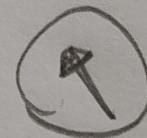


Attack
Right

Attack
Left



Die



Arrows

