

User (extends Player)

- keptDice: ArrayList<Dice>

+ move()

- promptDice(): ArrayList<Dice>

- promptTarget(): int

Comp extends Player implements Comparable

- allies: ArrayList<Integer>
- enemies: ArrayList<Integer>
- neutral: ArrayList<Integer>

- detAlly(pNum: int) : boolean
- findBestMove()
- findTarget() : int
- + move()

Player

- alive: boolean
- health: int
- playerName: int
= character: Character

+ getNum(): int
+ getHealth(): int
+ setHealth(health: int)
+ getStatus(): boolean
+ setStatus(alive: boolean)
+ setCharacter(character: Character)
+ getCharacter(): Character

<<interface>>
CompBrain

- + detAlly()
- + findBestMove()
- + findTarget()

<<Interface>>

CompBrain

Responsibilities	Collaborators
<ul style="list-style-type: none">Determine what methods must be present in the Comp Class	<ul style="list-style-type: none">Comp

Comp

Responsibilities	Collaborators
<ul style="list-style-type: none">Handle the computer players' moves, health, status, etc.Keep track of the computer players' strategy and "brain"	<ul style="list-style-type: none">CorpBrainPlayer

User

Responsibilities	Collaborators
<ul style="list-style-type: none">Handle the user's moves, health, status, etc	<ul style="list-style-type: none">Player
<ul style="list-style-type: none">Handle how the User makes their moves	<ul style="list-style-type: none">Die
<ul style="list-style-type: none">Handle the User's interaction during runtime	

Player	
Responsibilities	Collaborators
<ul style="list-style-type: none"> Provide methods for use by the Computer Player and User Facilitate Player interaction with the rest of the game Keep track of important Player information 	<ul style="list-style-type: none"> Corp User Game Character Die