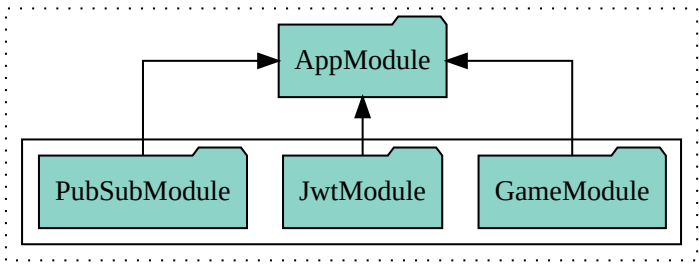


Makao

Szymon Mańko
Matematyka Stosowana, Informatyka

Modules

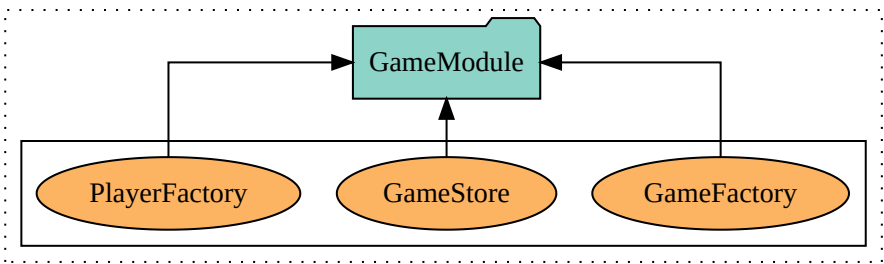
AppModule



dependencies

[Browse \(./modules/AppModule.html\)](#)

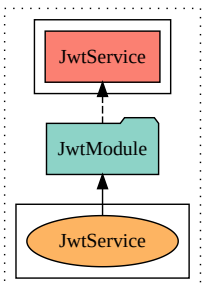
GameModule



dependencies

[Browse \(./modules/GameModule.html\)](#)

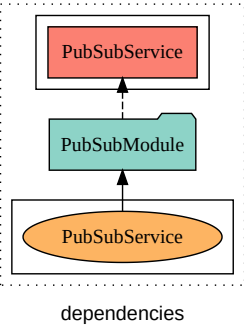
JwtModule



dependencies

[Browse \(./modules/JwtModule.html\)](#)

PubSubModule



[Browse \(./modules/PubSubModule.html\)](#)

File

src/app/types/context.types.ts

Index

Properties	
game	req
player	res

Properties

game
game: Game (../classes/Game.html)
Type:Game (../classes/Game.html)

player
player: Player (../classes/Player.html)
Type:Player (../classes/Player.html)

req
req: Request
Type:Request

res
res: Response
Type:Response

File

src/app/pub-sub/pub-sub.service.ts

Index

Properties		
Public	Readonly	gamePubSub

Properties

Public	Readonly	gamePubSub
<i>Default value</i> : new PubSub()		
Defined in src/app/pub-sub/pub-sub.service.ts:6 ()		

File

src/app/jwt/jwt.service.ts

Index

Properties	
gameId	playerId

Properties

gameId
gameId: gameId (../classes/Game.html)
Type: gameId (../classes/Game.html)

playerId
playerId: playerId (../classes/Player.html)
Type: playerId (../classes/Player.html)

File

src/app/jwt/jwt.service.ts

Index

Properties		
Private	Readonly	secret
Methods		
Async	sign	Async verify

Methods

Async sign		
sign(undefined: JwtData (../interfaces/JwtData.html))		
Defined in src/app/jwt/jwt.service.ts:18 ()		
Parameters :		
Name	Type	Optional
JwtData (../interfaces/JwtData.html)	No	
Returns : Promise<string>		

Async verify		
verify(token: string (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/string))		
Defined in src/app/jwt/jwt.service.ts:34 ()		
Parameters :		
Name	Type	Optional
token	string (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/string)	No
Returns : Promise<JwtVerifyResponse> (../miscellaneous/typealiases.html#JwtVerifyResponse)		

Properties

Private Readonly **secret**

Default value : `process.env['JWT_SECRET']`

Defined in `src/app/jwt/jwt.service.ts:16` ()

Classes / Game

File

src/app/game/store/game.ts

Index

Properties		
cardsInsideDeck	isStarted	players
cardsOnTable	name	playerTurn
currentCard	penalty	playerWon
id	penaltyType	
Methods		
addPlayer	setCardsOnTable	setPlayers
getFirstCardFromDeckAndRemove	setCurrentCard	setPlayerTurn
removePlayer	setPenalty	setPlayerWon
setCardsInsideDeck	setPenaltyType	updateIsStartedFlag

Constructor

constructor(options: GameOptions (../classes/Game.html))		
Defined in src/app/game/store/game.ts:31 ()		
Parameters :		
Name	Type	Optional
options	GameOptions (../classes/Game.html)	No

Properties

cardsInsideDeck
Type: Card[] (../classes/Card.html)
Default value: []
Defined in src/app/game/store/game.ts:25 ()

cardsOnTable
Type: Card[] (../classes/Card.html)
Default value: []

Default value : []

Defined in src/app/game/store/game.ts:26 ()

currentCard

Type : Card | null (../classes/Card.html)

Defined in src/app/game/store/game.ts:27 ()

id

Type : GameId (../classes/Game.html)

Defined in src/app/game/store/game.ts:21 ()

isStarted

Default value : false

Defined in src/app/game/store/game.ts:24 ()

name

Type : string (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/string)

Defined in src/app/game/store/game.ts:22 ()

penalty

Type : number (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/number)

Default value : 0

Defined in src/app/game/store/game.ts:30 ()

penaltyType

Type : PenaltyType | null

Defined in src/app/game/store/game.ts:31 ()

players

Type : Player[] (../classes/Player.html)

Defined in src/app/game/store/game.ts:23 ()

playerTurn

Type: `PlayerId | null` ([../classes/Player.html](#))

Defined in `src/app/game/store/game.ts:28` ()

playerWon

Type: `PlayerId | null` ([../classes/Player.html](#))

Defined in `src/app/game/store/game.ts:29` ()

Methods

addPlayer

`addPlayer(player: Player` ([../classes/Player.html](#)))

Defined in `src/app/game/store/game.ts:37` ()

Parameters :

Name	Type	Optional
player	<code>Player</code> (../classes/Player.html)	No

Returns : `void` (<https://www.typescriptlang.org/docs/handbook/basic-types.html>)

getFirstCardFromDeckAndRemove

`getFirstCardFromDeckAndRemove()`

Defined in `src/app/game/store/game.ts:57` ()

Returns : `Card` ([../classes/Card.html](#))

removePlayer

`removePlayer(player: Player` ([../classes/Player.html](#)))

Defined in `src/app/game/store/game.ts:45` ()

Parameters :

Name	Type	Optional
player	<code>Player</code> (../classes/Player.html)	No

Returns : `void` (<https://www.typescriptlang.org/docs/handbook/basic-types.html>)

setCardsInsideDeck

setCardsInsideDeck(cards: Card[] (../classes/Card.html))

Defined in src/app/game/store/game.ts:53 ()

Parameters :

Name	Type	Optional
cards	Card[] (../classes/Card.html)	No

Returns : void (<https://www.typescriptlang.org/docs/handbook/basic-types.html>)

setCardsOnTable

setCardsOnTable(cards: Card[] (../classes/Card.html))

Defined in src/app/game/store/game.ts:75 ()

Parameters :

Name	Type	Optional
cards	Card[] (../classes/Card.html)	No

Returns : void (<https://www.typescriptlang.org/docs/handbook/basic-types.html>)

setCurrentCard

setCurrentCard(card: Card (../classes/Card.html))

Defined in src/app/game/store/game.ts:79 ()

Parameters :

Name	Type	Optional
card	Card (../classes/Card.html)	No

Returns : void (<https://www.typescriptlang.org/docs/handbook/basic-types.html>)

setPenalty

setPenalty(penalty: number (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/number))

Defined in src/app/game/store/game.ts:92 ()

Parameters :

Name	Type	Optional
penalty	number (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/number)	No

Returns : void (<https://www.typescriptlang.org/docs/handbook/basic-types.html>)

setPenaltyType

setPenaltyType(penaltyType: PenaltyType | null)

Defined in src/app/game/store/game.ts:96 ()

Parameters :

Name	Type	Optional
penaltyType	PenaltyType null	No

Returns : void (<https://www.typescriptlang.org/docs/handbook/basic-types.html>)

setPlayers

setPlayers(players: Player[] ([../classes/Player.html](#)))

Defined in src/app/game/store/game.ts:41 ()

Parameters :

Name	Type	Optional
players	Player[] (../classes/Player.html)	No

Returns : void (<https://www.typescriptlang.org/docs/handbook/basic-types.html>)

setPlayerTurn

setPlayerTurn(playerId: PlayerId ([../classes/Player.html](#)))

Defined in src/app/game/store/game.ts:84 ()

Parameters :

Name	Type	Optional
playerId	PlayerId (../classes/Player.html)	No

Returns : void (<https://www.typescriptlang.org/docs/handbook/basic-types.html>)

setPlayerWon

setPlayerWon(playerId: PlayerId (../classes/Player.html))

Defined in src/app/game/store/game.ts:88 ()

Parameters :

Name	Type	Optional
playerId	PlayerId (../classes/Player.html)	No

Returns : void (<https://www.typescriptlang.org/docs/handbook/basic-types.html>)

updateIsStartedFlag

updateIsStartedFlag(isStarted: boolean (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/boolean))

Defined in src/app/game/store/game.ts:49 ()

Parameters :

Name	Type	Optional
isStarted	boolean (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/boolean)	No

Returns : void (<https://www.typescriptlang.org/docs/handbook/basic-types.html>)

Classes / GameModel

File

src/app/game/models/game.model.ts

Index

Properties		
Optional currentCard	name	players
id	penalty	playerTurn
isStarted	penaltyType	playerWon

Properties

Optional currentCard
<i>Type</i> : CardModel (../classes/CardModel.html)
Decorators : @Field(undefined, {nullable: true})
Defined in src/app/game/models/game.model.ts:31 ()

id
<i>Type</i> : GameId (../classes/Game.html)
Decorators : @Field(undefined)
Defined in src/app/game/models/game.model.ts:13 ()

isStarted
<i>Type</i> : boolean (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/boolean)
Decorators : @Field(undefined)
Defined in src/app/game/models/game.model.ts:19 ()

name
<i>Type</i> : string (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/string)

Decorators :

@Field(undefined)

Defined in src/app/game/models/game.model.ts:16 ()

penalty

Type: number (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/number)

Decorators :

@Field(undefined)

Defined in src/app/game/models/game.model.ts:34 ()

penaltyType

Type: PenaltyType | null

Decorators :

@Field(undefined, {nullable: true})

Defined in src/app/game/models/game.model.ts:37 ()

players

Type: PlayerModel ([../classes/PlayerModel.html](#))

Decorators :

@Field(undefined)

Defined in src/app/game/models/game.model.ts:22 ()

playerTurn

Type: PlayerId | null ([../classes/Player.html](#))

Decorators :

@Field(undefined, {nullable: true})

Defined in src/app/game/models/game.model.ts:25 ()

playerWon

Type: PlayerId | null ([../classes/Player.html](#))

Decorators :

@Field(undefined, {nullable: true})

Defined in src/app/game/models/game.model.ts:28 ()

File

src/app/game/factories/game.factory.ts

Index

Methods
create

Methods

create

create(options: Omit<GameOptions | id> (../classes/Game.html))

Defined in src/app/game/factories/game.factory.ts:6 ()

Parameters :

Name	Type	Optional
options	Omit<GameOptions id> (../classes/Game.html)	No

Returns :Game (../classes/Game.html)

File

src/app/game/game.resolver.ts

Index

Methods		
Async connectToGame	Async getGame	Async placeCard
Async createGame	Async getGames	Async startGame
Async drawCard	Async joinToGame	
Async gameStateChanged	Async onGamesChanges	

Constructor

constructor(commandBus: CommandBus, queryBus: QueryBus, pubSub: PubSubService (../injectables/PubSubService.html))		
Defined in src/app/game/game.resolver.ts:43 ()		
Parameters :		
Name	Type	Optional
commandBus	CommandBus	No
queryBus	QueryBus	No
pubSub	PubSubService (../injectables/PubSubService.html)	No

Methods

Async connectToGame		
connectToGame(game: Game (../classes/Game.html), player: Player (../classes/Player.html))		
Decorators : @Mutation(undefined) @UseGuards(PlayerGuard)		
Defined in src/app/game/game.resolver.ts:102 ()		
Parameters :		
Name	Type	Optional
game	Game (../classes/Game.html)	No
player	Player (../classes/Player.html)	No

Returns : unknown

Async **createGame**

createGame(createGameModel: CreateGameModel (../classes/CreateGameModel.html),
createPlayerModel: CreatePlayerModel (../classes/CreatePlayerModel.html))

Decorators :

@Mutation(undefined)

@UseInterceptors(GameAuthInterceptor)

Defined in src/app/game/game.resolver.ts:67 ()

Parameters :

Name	Type	Optional
createGameModel	CreateGameModel (../classes/CreateGameModel.html)	No
createPlayerModel	CreatePlayerModel (../classes/CreatePlayerModel.html)	No

Returns : Promise<CreateGameCommandResponse>

(../miscellaneous/typealiases.html#CreateGameCommandResponse)

Async **drawCard**

drawCard(game: Game (../classes/Game.html), player: Player (../classes/Player.html))

Decorators :

@Mutation(undefined)

@UseGuards(PlayerGuard)

Defined in src/app/game/game.resolver.ts:114 ()

Parameters :

Name	Type	Optional
game	Game (../classes/Game.html)	No
player	Player (../classes/Player.html)	No

Returns : unknown

Async **gameStateChanged**

gameStateChanged(_: string (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/string), game: Game (../classes/Game.html),
player: Player (../classes/Player.html))

Decorators :

@Subscription(undefined, {filter: (payload, _, ctx) => })

@UseGuards(PlayerGuard)

Defined in src/app/game/game.resolver.ts:142 ()

Parameters :

Name	Type	Optional
_	string (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/string)	No
game	Game (../classes/Game.html)	No
player	Player (../classes/Player.html)	No

Returns : unknown

Async **getGame**

getGame(game: Game ([../classes/Game.html](#)))

Decorators :

@Query(undefined, {nullable: true})

@UseGuards(PlayerGuard)

Defined in src/app/game/game.resolver.ts:59 ()

Parameters :

Name	Type	Optional
game	Game (../classes/Game.html)	No

Returns : Promise<GetGameQueryResponse> ([../miscellaneous/typealiases.html#GetGameQueryResponse](#))

Async **getGames**

getGames()

Decorators :

@Query(undefined)

Defined in src/app/game/game.resolver.ts:51 ()

Returns : Promise<GetGamesQueryResponse>

([../miscellaneous/typealiases.html#GetGamesQueryResponse](#))

Async **joinToGame**

joinToGame(gameId: GameId ([../classes/Game.html](#)), createPlayerModel: CreatePlayerModel ([../classes/CreatePlayerModel.html](#)))

Decorators :

@Mutation(undefined)

@UseInterceptors(GameAuthInterceptor)

Defined in src/app/game/game.resolver.ts:81 ()

Parameters :

Name	Type	Optional
gameId	GameId (../classes/Game.html)	No
createPlayerModel	CreatePlayerModel (../classes/CreatePlayerModel.html)	No

Returns : unknown

Async **onGamesChanges**

onGamesChanges()

Decorators :

@Subscription(undefined)

Defined in src/app/game/game.resolver.ts:159 ()

Returns : unknown

Async **placeCard**

placeCard(card: PlaceCardModel (../classes/PlaceCardModel.html), game: Game (../classes/Game.html), player: Player (../classes/Player.html))

Decorators :

@Mutation(undefined)

@UseGuards(PlayerGuard)

Defined in src/app/game/game.resolver.ts:122 ()

Parameters :

Name	Type	Optional
card	PlaceCardModel (../classes/PlaceCardModel.html)	No
game	Game (../classes/Game.html)	No
player	Player (../classes/Player.html)	No

Returns : unknown

Async **startGame**

startGame(game: Game (../classes/Game.html))

Decorators :

```
@Mutation(undefined)
@UseGuards(PlayerGuard)
```

Defined in src/app/game/game.resolver.ts:94 ()

Parameters :

Name	Type	Optional
game	Game (../classes/Game.html)	No

Returns : unknown

File

src/app/game/store/game.store.ts

Index

Properties	
Private games	
Methods	
addGame	getGames
getGame	removeGame

Constructor

constructor(eventBus: EventBus)		
Defined in src/app/game/store/game.store.ts:7 ()		
Parameters :		
Name	Type	Optional
eventBus	EventBus	No

Methods

addGame		
addGame(game: Game (../classes/Game.html))		
Defined in src/app/game/store/game.store.ts:12 ()		
Parameters :		
Name	Type	Optional
game	Game (../classes/Game.html)	No
Returns : void (https://www.typescriptlang.org/docs/handbook/basic-types.html)		

getGame		
getGame(id: GameId (../classes/Game.html))		
Defined in src/app/game/store/game.store.ts:17 ()		

Defined in src/app/game/store/game.store.ts:17 ()

Parameters :

Name	Type	Optional
id	GameId (../classes/Game.html)	No

Returns : Game | null (../classes/Game.html)

getGames

getGames()

Defined in src/app/game/store/game.store.ts:21 ()

Returns : Game[] (../classes/Game.html)

removeGame

removeGame(id: GameId (../classes/Game.html))

Defined in src/app/game/store/game.store.ts:25 ()

Parameters :

Name	Type	Optional
id	GameId (../classes/Game.html)	No

Returns : void (<https://www.typescriptlang.org/docs/handbook/basic-types.html>)

Properties

Private **games**

Type : Game[] (../classes/Game.html)

Default value : []

Defined in src/app/game/store/game.store.ts:10 ()

File

src/app/game/interceptors/game-auth.interceptor.ts

Index

Methods
intercept

Methods

intercept

intercept(context: ExecutionContext, next: CallHandler)

Defined in src/app/game/interceptors/game-auth.interceptor.ts:14 ()

Parameters :

Name	Type	Optional
context	ExecutionContext	No
next	CallHandler	No

Returns : Observable<Game> (../classes/Game.html)

File

src/app/game/models/create-game.model.ts

Index

Properties
name

Properties

name
<i>Type</i> :string (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/string)
Decorators : @Field(undefined) @IsString() @IsNotEmpty()
Defined in src/app/game/models/create-game.model.ts:9 ()

File

src/app/game/queries/get-game.query.ts

Index

Properties
Public Readonly gameId

Constructor

constructor(gameId: gameId (../classes/Game.html))		
Defined in src/app/game/queries/get-game.query.ts:5 ()		
Parameters :		
Name	Type	Optional
gameId	gameId (../classes/Game.html)	No

Properties

Public Readonly gameId
<i>Type</i> : gameId (../classes/Game.html)
Defined in src/app/game/queries/get-game.query.ts:6 ()

File

src/app/game/handlers/get-game.handler.ts

Implements

IQueryHandler

Index

Methods
Async execute

Constructor

constructor(gameStore: GameStore (../injectables/GameStore.html))		
Defined in src/app/game/handlers/get-game.handler.ts:6 ()		
Parameters :		
Name	Type	Optional
gameStore	GameStore (../injectables/GameStore.html)	No

Methods

Async **execute**

execute(undefined: GetGameQuery (../classes/GetGameQuery.html))

Defined in src/app/game/handlers/get-game.handler.ts:9 ()

Parameters :

Name	Type	Optional
GetGameQuery (../classes/GetGameQuery.html)	No	

Returns : Promise<GetGameQueryResponse> (../miscellaneous/typealiases.html#GetGameQueryResponse)

Classes / GetGamesQuery

File

`src/app/game/queries/get-games.query.ts`

File

src/app/game/handlers/get-games.handler.ts

Implements

IQueryHandler

Index

Methods
Async execute

Constructor

constructor(gameStore: GameStore (../injectables/GameStore.html))		
Defined in src/app/game/handlers/get-games.handler.ts:6 ()		
Parameters :		
Name	Type	Optional
gameStore	GameStore (../injectables/GameStore.html)	No

Methods

Async execute
execute()
Defined in src/app/game/handlers/get-games.handler.ts:9 ()
Returns : Promise<GetGamesQueryResponse> (../miscellaneous/typealiases.html#GetGamesQueryResponse)

File

src/app/game/commands/create-game.command.ts

Index

Properties			
Public	Readonly	Public	Readonly
createGameModel		createPlayerModel	

Constructor

constructor(createGameModel: CreateGameModel (../classes/CreateGameModel.html), createPlayerModel: CreatePlayerModel (../classes/CreatePlayerModel.html))

Defined in src/app/game/commands/create-game.command.ts:6 ()

Parameters :

Name	Type	Optional
createGameModel	CreateGameModel (../classes/CreateGameModel.html)	No
createPlayerModel	CreatePlayerModel (../classes/CreatePlayerModel.html)	No

Properties

Public Readonly **createGameModel**

Type: CreateGameModel (../classes/CreateGameModel.html)

Defined in src/app/game/commands/create-game.command.ts:8 ()

Public Readonly **createPlayerModel**

Type: CreatePlayerModel (../classes/CreatePlayerModel.html)

Defined in src/app/game/commands/create-game.command.ts:9 ()

Classes / CreateGameHandler

File

src/app/game/handlers/create-game.handler.ts

Implements

ICommandHandler

Index

Methods
Async execute

Constructor

constructor(gameFactory: GameFactory (../injectables/GameFactory.html), playerFactory: PlayerFactory (../injectables/PlayerFactory.html), gameStore: GameStore (../injectables/GameStore.html), jwtService: JwtService (../injectables/JwtService.html))		
Defined in src/app/game/handlers/create-game.handler.ts:8 ()		
Parameters :		
Name	Type	Optional
gameFactory	GameFactory (../injectables/GameFactory.html)	No
playerFactory	PlayerFactory (../injectables/PlayerFactory.html)	No
gameStore	GameStore (../injectables/GameStore.html)	No
jwtService	JwtService (../injectables/JwtService.html)	No

Methods

Async **execute**

execute(undefined: CreateGameCommand (../classes/CreateGameCommand.html))

Defined in src/app/game/handlers/create-game.handler.ts:16 ()

Parameters :

Name	Type	Optional
CreateGameCommand (../classes/CreateGameCommand.html)	No	

Returns : Promise<CreateGameCommandResponse>
(../miscellaneous/typealiases.html#CreateGameCommandResponse)

Classes / ConnectToGameCommand

File

src/app/game/commands/connect-to-game.command.ts

Index

Properties			
Public	Readonly	game	Public Readonly player

Constructor

constructor(game: Game (../classes/Game.html), player: Player (../classes/Player.html))		
Defined in src/app/game/commands/connect-to-game.command.ts:5 ()		
Parameters :		
Name	Type	Optional
game	Game (../classes/Game.html)	No
player	Player (../classes/Player.html)	No

Properties

Public Readonly game
<i>Type</i> :Game (../classes/Game.html)
Defined in src/app/game/commands/connect-to-game.command.ts:6 ()

Public Readonly player
<i>Type</i> :Player (../classes/Player.html)
Defined in src/app/game/commands/connect-to-game.command.ts:6 ()

File

src/app/game/handlers/connect-to-game.handler.ts

Implements

ICommandHandler

Index

Methods
Async execute

Constructor

constructor(eventBus: EventBus)		
Defined in src/app/game/handlers/connect-to-game.handler.ts:12 ()		
Parameters :		
Name	Type	Optional
eventBus	EventBus	No

Methods

Async **execute**

execute(undefined: ConnectToGameCommand (../classes/ConnectToGameCommand.html))

Defined in src/app/game/handlers/connect-to-game.handler.ts:15 ()

Parameters :

Name	Type	Optional
ConnectToGameCommand (../classes/ConnectToGameCommand.html)	No	

Returns : Promise<ConnectToGameCommandResponse>
(../miscellaneous/typealiases.html#ConnectToGameCommandResponse)

Classes / DisconnectFromGameCommand

File

src/app/game/commands/disconnect-from-game.command.ts

Index

Properties			
Public	Readonly	game	Public Readonly player

Constructor

constructor(game: Game (../classes/Game.html), player: Player (../classes/Player.html))		
Defined in src/app/game/commands/disconnect-from-game.command.ts:5 ()		
Parameters :		
Name	Type	Optional
game	Game (../classes/Game.html)	No
player	Player (../classes/Player.html)	No

Properties

Public Readonly game
<i>Type</i> :Game (../classes/Game.html)
Defined in src/app/game/commands/disconnect-from-game.command.ts:6 ()

Public Readonly player
<i>Type</i> :Player (../classes/Player.html)
Defined in src/app/game/commands/disconnect-from-game.command.ts:6 ()

File

src/app/game/handlers/disconnect-from-game.handler.ts

Implements

ICommandHandler

Index

Methods
Async execute

Constructor

constructor(eventBus: EventBus, gameStore: GameStore (../injectables/GameStore.html))		
Defined in src/app/game/handlers/disconnect-from-game.handler.ts:12 ()		
Parameters :		
Name	Type	Optional
eventBus	EventBus	No
gameStore	GameStore (../injectables/GameStore.html)	No

Methods

Async **execute**

execute(undefined: DisconnectFromGameCommand (../classes/DisconnectFromGameCommand.html))

Defined in src/app/game/handlers/disconnect-from-game.handler.ts:18 ()

Parameters :

Name	Type	Optional
DisconnectFromGameCommand (../classes/DisconnectFromGameCommand.html)	No	

Returns : Promise<DisconnectFromGameCommandResponse>
(../miscellaneous/typealiases.html#DisconnectFromGameCommandResponse)

Classes / InitializeConnectionCommand

File

src/app/game/commands/initialize-connection.command.ts

Index

Properties			
Public	Readonly	game	Public Readonly player

Constructor

constructor(game: Game (../classes/Game.html), player: Player (../classes/Player.html))		
Defined in src/app/game/commands/initialize-connection.command.ts:5 ()		
Parameters :		
Name	Type	Optional
game	Game (../classes/Game.html)	No
player	Player (../classes/Player.html)	No

Properties

Public Readonly game
<i>Type</i> :Game (../classes/Game.html)
Defined in src/app/game/commands/initialize-connection.command.ts:6 ()

Public Readonly player
<i>Type</i> :Player (../classes/Player.html)
Defined in src/app/game/commands/initialize-connection.command.ts:6 ()

Classes / InitializeConnectionHandler

File

src/app/game/handlers/initialize-connection.handler.ts

Implements

ICommandHandler

Index

Methods
Async execute

Constructor

constructor(eventBus: EventBus)		
Defined in src/app/game/handlers/initialize-connection.handler.ts:12 ()		
Parameters :		
Name	Type	Optional
eventBus	EventBus	No

Methods

Async execute		
execute(undefined: InitializeConnectionCommand (../classes/InitializeConnectionCommand.html))		
Defined in src/app/game/handlers/initialize-connection.handler.ts:15 ()		
Parameters :		
Name	Type	Optional
InitializeConnectionCommand (../classes/InitializeConnectionCommand.html)	No	
Returns : Promise<InitializeConnectionCommandResponse> (../classes/InitializeConnectionCommand.html)		

Classes / StartGameCommand

File

src/app/game/commands/start-game.command.ts

Index

Properties		
Public	Readonly	game

Constructor

constructor(game: Game (../classes/Game.html))		
Defined in src/app/game/commands/start-game.command.ts:5 ()		
Parameters :		
Name	Type	Optional
game	Game (../classes/Game.html)	No

Properties

Public	Readonly	game
<i>Type</i> : Game (../classes/Game.html)		
Defined in src/app/game/commands/start-game.command.ts:6 ()		

Classes / StartGameHandler

File

src/app/game/handlers/start-game.handler.ts

Implements

ICommandHandler

Index

Methods
Async execute

Constructor

constructor(eventBus: EventBus)		
Defined in src/app/game/handlers/start-game.handler.ts:10 ()		
Parameters :		
Name	Type	Optional
eventBus	EventBus	No

Methods

Async **execute**

execute(undefined: StartGameCommand (../classes/StartGameCommand.html))

Defined in src/app/game/handlers/start-game.handler.ts:13 ()

Parameters :

Name	Type	Optional
StartGameCommand (../classes/StartGameCommand.html)	No	

Returns : Promise<StartGameCommandResponse>
(../miscellaneous/typealiases.html#StartGameCommandResponse)

File

src/app/game/commands/next-player.command.ts

Index

Properties
Public Readonly game

Constructor

constructor(game: Game (../classes/Game.html))		
Defined in src/app/game/commands/next-player.command.ts:5 ()		
Parameters :		
Name	Type	Optional
game	Game (../classes/Game.html)	No

Properties

Public Readonly game
<i>Type</i> : Game (../classes/Game.html)
Defined in src/app/game/commands/next-player.command.ts:6 ()

File

src/app/game/handlers/next-player.handler.ts

Implements

ICommandHandler

Index

Methods
Async execute

Constructor

constructor(commandBus: CommandBus)		
Defined in src/app/game/handlers/next-player.handler.ts:6 ()		
Parameters :		
Name	Type	Optional
commandBus	CommandBus	No

Methods

Async **execute**

execute(undefined: NextPlayerCommand (../classes/NextPlayerCommand.html))

Defined in src/app/game/handlers/next-player.handler.ts:9 ()

Parameters :

Name	Type	Optional
NextPlayerCommand (../classes/NextPlayerCommand.html)	No	

Returns : Promise<NextPlayerCommandResponse>
(../miscellaneous/typealiases.html#NextPlayerCommandResponse)

File

src/app/game/events/game-updated.event.ts

Index

Properties
Public Readonly gameId

Constructor

constructor(gameId: gameId (../classes/Game.html))		
Defined in src/app/game/events/game-updated.event.ts:3 ()		
Parameters :		
Name	Type	Optional
gameId	gameId (../classes/Game.html)	No

Properties

Public Readonly gameId
Type: gameId (../classes/Game.html)
Defined in src/app/game/events/game-updated.event.ts:4 ()

Classes / GameUpdatedHandler

File

src/app/game/handlers/game-updated.handler.ts

Implements

IEventHandler

Index

Methods
Async handle

Constructor

constructor(gameStore: GameStore (../injectables/GameStore.html), pubSubService: PubSubService (../injectables/PubSubService.html))		
Defined in src/app/game/handlers/game-updated.handler.ts:8 ()		
Parameters :		
Name	Type	Optional
gameStore	GameStore (../injectables/GameStore.html)	No
pubSubService	PubSubService (../injectables/PubSubService.html)	No

Methods

Async handle		
handle(undefined: GameUpdatedEvent (../classes/GameUpdatedEvent.html))		
Defined in src/app/game/handlers/game-updated.handler.ts:14 ()		
Parameters :		
Name	Type	Optional
GameUpdatedEvent (../classes/GameUpdatedEvent.html)	No	
Returns: any (https://www.typescriptlang.org/docs/handbook/basic-types.html)		

File

src/app/game/events/games-updated.event.ts

File

src/app/game/handlers/games-updated.handler.ts

Implements

EventHandler

Index

Methods
Async handle

Constructor

constructor(gameStore: GameStore (../injectables/GameStore.html), pubSubService: PubSubService (../injectables/PubSubService.html))

Defined in src/app/game/handlers/games-updated.handler.ts:8 ()

Parameters :

Name	Type	Optional
gameStore	GameStore (../injectables/GameStore.html)	No
pubSubService	PubSubService (../injectables/PubSubService.html)	No

Methods

Async handle
handle()
Defined in src/app/game/handlers/games-updated.handler.ts:14 ()
Returns : any (https://www.typescriptlang.org/docs/handbook/basic-types.html)

File

src/app/game/store/player.ts

Index

Properties		
blockedRounds	connectionStatus	name
cards	id	score
Methods		
addCard	removeCard	setCards
incrementScore	setBlockedRounds	updateConnectionStatus

Constructor

constructor(options: PlayerOptions (../classes/Player.html))		
Defined in src/app/game/store/player.ts:26 ()		
Parameters :		
Name	Type	Optional
options	PlayerOptions (../classes/Player.html)	No

Properties

blockedRounds
<i>Type</i> : number (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/number)
<i>Default value</i> : 0
Defined in src/app/game/store/player.ts:26 ()

cards
<i>Type</i> : Card[] (../classes/Card.html)
<i>Default value</i> : []
Defined in src/app/game/store/player.ts:25 ()

connectionStatus

Type: `ConnectionStatus` ([../miscellaneous/enumerations.html#ConnectionStatus](#))

Default value: `ConnectionStatus.DISCONNECTED`

Defined in `src/app/game/store/player.ts:24` ()

id

Type: `PlayerId` ([../classes/Player.html](#))

Defined in `src/app/game/store/player.ts:21` ()

name

Type: `string` (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/string)

Defined in `src/app/game/store/player.ts:22` ()

score

Type: `number` (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/number)

Default value: `0`

Defined in `src/app/game/store/player.ts:23` ()

Methods

addCard

`addCard(card: Card` ([../classes/Card.html](#)))

Defined in `src/app/game/store/player.ts:36` ()

Parameters :

Name	Type	Optional
<code>card</code>	<code>Card</code> (../classes/Card.html)	No

Returns: `void` (<https://www.typescriptlang.org/docs/handbook/basic-types.html>)

incrementScore

`incrementScore()`

Defined in `src/app/game/store/player.ts:50` ()

Returns: void (<https://www.typescriptlang.org/docs/handbook/basic-types.html>)

removeCard

removeCard(card: Card ([../classes/Card.html](#)))

Defined in src/app/game/store/player.ts:44 ()

Parameters :

Name	Type	Optional
card	Card (../classes/Card.html)	No

Returns: void (<https://www.typescriptlang.org/docs/handbook/basic-types.html>)

setBlockedRounds

setBlockedRounds(blockedRounds: number (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/number))

Defined in src/app/game/store/player.ts:54 ()

Parameters :

Name	Type	Optional
blockedRounds	number (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/number)	No

Returns: void (<https://www.typescriptlang.org/docs/handbook/basic-types.html>)

setCards

setCards(cards: Card[] ([../classes/Card.html](#)))

Defined in src/app/game/store/player.ts:40 ()

Parameters :

Name	Type	Optional
cards	Card[] (../classes/Card.html)	No

Returns: void (<https://www.typescriptlang.org/docs/handbook/basic-types.html>)

updateConnectionStatus

updateConnectionStatus(connectionStatus: ConnectionStatus

updateConnectionStatus(connectionStatus: ConnectionStatus
(../undefineds/ConnectionStatus.html))

Defined in src/app/game/store/player.ts:32 ()

Parameters :

Name	Type	Optional
connectionStatus	ConnectionStatus (../miscellaneous/enumerations.html#ConnectionStatus)	No

Returns : void (<https://www.typescriptlang.org/docs/handbook/basic-types.html>)

File

src/app/game/models/player.model.ts

Index

Properties		
blockedRounds	connectionStatus	name
cards	id	score

Properties

blockedRounds
<i>Type</i> : number (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/number)
Decorators : @Field(undefined)
Defined in src/app/game/models/player.model.ts:25 ()

cards
<i>Type</i> : CardModel[]
Decorators : @Field(undefined)
Defined in src/app/game/models/player.model.ts:19 ()

connectionStatus
<i>Type</i> : ConnectionStatus (../miscellaneous/enumerations.html#ConnectionStatus)
Decorators : @Field(undefined)
Defined in src/app/game/models/player.model.ts:16 ()

id
<i>Type</i> : PlayerId (../classes/Player.html)
Decorators : @Field(undefined)

Defined in src/app/game/models/player.model.ts:10 ()

name

Type:string (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/string)

Decorators :
@Field(undefined)

Defined in src/app/game/models/player.model.ts:13 ()

score

Type:number (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/number)

Decorators :
@Field(undefined)

Defined in src/app/game/models/player.model.ts:22 ()

File

src/app/game/factories/player.factory.ts

Index

Methods
create

Methods

create

create(options: Omit<PlayerOptions | id> (../classes/Player.html))

Defined in src/app/game/factories/player.factory.ts:6 ()

Parameters :

Name	Type	Optional
options	Omit<PlayerOptions id> (../classes/Player.html)	No

Returns :Player (../classes/Player.html)

File

src/app/game/guards/player.guard.ts

Index

Methods
Async canActivate

Constructor

constructor(<code>jwtService: JwtService (../injectables/JwtService.html)</code> , <code>gameStore: GameStore (../injectables/GameStore.html)</code>)		
Defined in <code>src/app/game/guards/player.guard.ts:12</code> ()		
Parameters :		
Name	Type	Optional
<code>jwtService</code>	<code>JwtService (../injectables/JwtService.html)</code>	No
<code>gameStore</code>	<code>GameStore (../injectables/GameStore.html)</code>	No

Methods

Async **canActivate**

canActivate(context: ExecutionContext)

Defined in src/app/game/guards/player.guard.ts:18 ()

Parameters :

Name	Type	Optional
context	ExecutionContext	No

Returns : Promise<boolean>

File

src/app/game/models/create-player.model.ts

Index

Properties
name

Properties

name
<i>Type</i> :string (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/string)
Decorators : @Field(undefined) @IsString() @NotEmpty()
Defined in src/app/game/models/create-player.model.ts:9 ()

File

src/app/game/commands/join-to-game.command.ts

Index

Properties			
Public	Readonly	Public	Readonly gameId
createPlayerModel			

Constructor

constructor(gameId: GameId (../classes/Game.html), createPlayerModel: CreatePlayerModel (../classes/CreatePlayerModel.html))			
Defined in src/app/game/commands/join-to-game.command.ts:6 ()			
Parameters :			
Name	Type	Optional	
gameId	GameId (../classes/Game.html)	No	
createPlayerModel	CreatePlayerModel (../classes/CreatePlayerModel.html)	No	

Properties

Public	Readonly	createPlayerModel
<i>Type</i> : CreatePlayerModel (../classes/CreatePlayerModel.html)		
Defined in src/app/game/commands/join-to-game.command.ts:9 ()		

Public	Readonly	gameId
<i>Type</i> : GameId (../classes/Game.html)		
Defined in src/app/game/commands/join-to-game.command.ts:8 ()		

Classes / JoinToGameHandler

File

src/app/game/handlers/join-to-game.handler.ts

Implements

ICommandHandler

Index

Methods
Async execute

Constructor

constructor(gameStore: GameStore (../injectables/GameStore.html), playerFactory: PlayerFactory (../injectables/PlayerFactory.html), eventBus: EventBus, jwtService: JwtService (../injectables/JwtService.html))		
Defined in src/app/game/handlers/join-to-game.handler.ts:10 ()		
Parameters :		
Name	Type	Optional
gameStore	GameStore (../injectables/GameStore.html)	No
playerFactory	PlayerFactory (../injectables/PlayerFactory.html)	No
eventBus	EventBus	No
jwtService	JwtService (../injectables/JwtService.html)	No

Methods

Async **execute**

execute(undefined: JoinToGameCommand (../classes/JoinToGameCommand.html))

Defined in src/app/game/handlers/join-to-game.handler.ts:18 ()

Parameters :

Name	Type	Optional
JoinToGameCommand (../classes/JoinToGameCommand.html)	No	

Returns : Promise<JoinToGameCommandResponse>
(../miscellaneous/typealiases.html#JoinToGameCommandResponse)

File

src/app/game/commands/leave-from-game.command.ts

Index

Properties			
Public	Readonly	game	Public Readonly player

Constructor

constructor(game: Game (../classes/Game.html), player: Player (../classes/Player.html))		
Defined in src/app/game/commands/leave-from-game.command.ts:5 ()		
Parameters :		
Name	Type	Optional
game	Game (../classes/Game.html)	No
player	Player (../classes/Player.html)	No

Properties

Public Readonly game
<i>Type</i> :Game (../classes/Game.html)
Defined in src/app/game/commands/leave-from-game.command.ts:6 ()

Public Readonly player
<i>Type</i> :Player (../classes/Player.html)
Defined in src/app/game/commands/leave-from-game.command.ts:6 ()

Classes / LeaveFromGameHandler

File

src/app/game/handlers/leave-from-game.handler.ts

Implements

ICommandHandler

Index

Methods
Async execute

Constructor

constructor(eventBus: EventBus)		
Defined in src/app/game/handlers/leave-from-game.handler.ts:11 ()		
Parameters :		
Name	Type	Optional
eventBus	EventBus	No

Methods

Async execute		
execute(undefined: LeaveFromGameCommand (../classes/LeaveFromGameCommand.html))		
Defined in src/app/game/handlers/leave-from-game.handler.ts:14 ()		
Parameters :		
Name	Type	Optional
LeaveFromGameCommand (../classes/LeaveFromGameCommand.html)	No	
Returns : Promise<LeaveFromGameCommandResponse> (../miscellaneous/typealiases.html#LeaveFromGameCommandResponse)		

File

src/app/game/cards/card.ts

Index

Properties		
canCounterBlockPenalty	type	
canCounterDrawPenalty	value	
Methods		
canBePlaced	getPenaltyCounters	Abstract onPlaced

Constructor

constructor(options: CardOptions (../classes/Card.html))		
Defined in src/app/game/cards/card.ts:37 ()		
Parameters :		
Name	Type	Optional
options	CardOptions (../classes/Card.html)	No

Properties

canCounterBlockPenalty
<i>Default value</i> : false
Defined in src/app/game/cards/card.ts:37 ()

canCounterDrawPenalty
<i>Default value</i> : false
Defined in src/app/game/cards/card.ts:36 ()

type
<i>Type</i> : CardType (../classes/Card.html)
Defined in src/app/game/cards/card.ts:34 ()

value

Type: CardValue (../classes/Card.html)

Defined in src/app/game/cards/card.ts:35 ()

Methods

canBePlaced

canBePlaced(currentCard: Card (../classes/Card.html))

Defined in src/app/game/cards/card.ts:45 ()

Parameters :

Name	Type	Optional
currentCard	Card (../classes/Card.html)	No

Returns: boolean (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/boolean)

getPenaltyCounters

getPenaltyCounters()

Defined in src/app/game/cards/card.ts:51 ()

Returns: Record<PenaltyType, boolean>

Abstract onPlaced

onPlaced(game: Game (../classes/Game.html), placedBy: Player (../classes/Player.html))

Defined in src/app/game/cards/card.ts:43 ()

Parameters :

Name	Type	Optional
game	Game (../classes/Game.html)	No
placedBy	Player (../classes/Player.html)	No

Returns: void (<https://www.typescriptlang.org/docs/handbook/basic-types.html>)

File

src/app/game/cards/basic.card.ts

Extends

Card (../classes/Card.html)

Index

Properties		
canCounterBlockPenalty	type	
canCounterDrawPenalty	value	
Methods		
onPlaced	canBePlaced	getPenaltyCounters

Properties

canCounterBlockPenalty
<i>Default value</i> : false
Inherited from Card (../classes/Card.html)
Defined in Card:37 (../classes/Card.html#source)

canCounterDrawPenalty
<i>Default value</i> : false
Inherited from Card (../classes/Card.html)
Defined in Card:36 (../classes/Card.html#source)

type
<i>Type</i> : CardType (../classes/Card.html)
Inherited from Card (../classes/Card.html)
Defined in Card:34 (../classes/Card.html#source)

value

Type: CardValue (../classes/Card.html)

Inherited from Card (../classes/Card.html)

Defined in Card:35 (../classes/Card.html#source)

Methods

onPlaced

onPlaced()

Inherited from Card (../classes/Card.html)

Defined in Card:4 (../classes/Card.html#source)

Returns: void (<https://www.typescriptlang.org/docs/handbook/basic-types.html>)

canBePlaced

canBePlaced(currentCard: Card (../classes/Card.html))

Inherited from Card (../classes/Card.html)

Defined in Card:45 (../classes/Card.html#source)

Parameters :

Name	Type	Optional
currentCard	Card (../classes/Card.html)	No

Returns: boolean (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/boolean)

getPenaltyCounters

getPenaltyCounters()

Inherited from Card (../classes/Card.html)

Defined in Card:51 (../classes/Card.html#source)

Returns: Record<PenaltyType, boolean>

File

src/app/game/cards/block.card.ts

Extends

Card (../classes/Card.html)

Index

Properties		
canCounterBlockPenalty	type	
canCounterDrawPenalty	value	
Methods		
onPlaced	canBePlaced	getPenaltyCounters

Properties

canCounterBlockPenalty
<i>Default value</i> : true
Inherited from Card (../classes/Card.html)
Defined in Card:5 (../classes/Card.html#source)

canCounterDrawPenalty
<i>Default value</i> : false
Inherited from Card (../classes/Card.html)
Defined in Card:36 (../classes/Card.html#source)

type
<i>Type</i> : CardType (../classes/Card.html)
Inherited from Card (../classes/Card.html)
Defined in Card:34 (../classes/Card.html#source)

value

Type: CardValue (../classes/Card.html)

Inherited from Card (../classes/Card.html)

Defined in Card:35 (../classes/Card.html#source)

Methods

onPlaced

onPlaced(game: Game (../classes/Game.html))

Inherited from Card (../classes/Card.html)

Defined in Card:7 (../classes/Card.html#source)

Parameters :

Name	Type	Optional
game	Game (../classes/Game.html)	No

Returns: void (<https://www.typescriptlang.org/docs/handbook/basic-types.html>)

canBePlaced

canBePlaced(currentCard: Card (../classes/Card.html))

Inherited from Card (../classes/Card.html)

Defined in Card:45 (../classes/Card.html#source)

Parameters :

Name	Type	Optional
currentCard	Card (../classes/Card.html)	No

Returns: boolean (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/boolean)

getPenaltyCounters

getPenaltyCounters()

Inherited from Card (../classes/Card.html)

Defined in Card:51 (../classes/Card.html#source)

Returns: Record<PenaltyType, boolean>

File

src/app/game/cards/color.card.ts

Extends

Card (../classes/Card.html)

Index

Properties		
canCounterBlockPenalty	type	
canCounterDrawPenalty	value	
Methods		
onPlaced	canBePlaced	getPenaltyCounters

Properties

canCounterBlockPenalty
<i>Default value</i> : false
Inherited from Card (../classes/Card.html)
Defined in Card:37 (../classes/Card.html#source)

canCounterDrawPenalty
<i>Default value</i> : false
Inherited from Card (../classes/Card.html)
Defined in Card:36 (../classes/Card.html#source)

type
<i>Type</i> : CardType (../classes/Card.html)
Inherited from Card (../classes/Card.html)
Defined in Card:34 (../classes/Card.html#source)

value

Type: CardValue (../classes/Card.html)

Inherited from Card (../classes/Card.html)

Defined in Card:35 (../classes/Card.html#source)

Methods

onPlaced

onPlaced(game: Game (../classes/Game.html))

Inherited from Card (../classes/Card.html)

Defined in Card:7 (../classes/Card.html#source)

Parameters :

Name	Type	Optional
game	Game (../classes/Game.html)	No

Returns: void (<https://www.typescriptlang.org/docs/handbook/basic-types.html>)

canBePlaced

canBePlaced(currentCard: Card (../classes/Card.html))

Inherited from Card (../classes/Card.html)

Defined in Card:45 (../classes/Card.html#source)

Parameters :

Name	Type	Optional
currentCard	Card (../classes/Card.html)	No

Returns: boolean (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/boolean)

getPenaltyCounters

getPenaltyCounters()

Inherited from Card (../classes/Card.html)

Defined in Card:51 (../classes/Card.html#source)

Returns: Record<PenaltyType, boolean>

Classes / DrawCard

File

src/app/game/cards/draw.card.ts

Extends

Card (../classes/Card.html)

Index

Properties		
canCounterDrawPenalty	canCounterBlockPenalty	value
draw	type	
Methods		
onPlaced	canBePlaced	getPenaltyCounters

Constructor

constructor(undefined: DrawCardOptions (../undefineds/DrawCardOptions.html))		
Defined in src/app/game/cards/draw.card.ts:8 ()		
Parameters :		
Name	Type	Optional
DrawCardOptions (../miscellaneous/typealiases.html#DrawCardOptions)	No	

Properties

canCounterDrawPenalty
<i>Default value</i> : true
Inherited from Card (../classes/Card.html)
Defined in Card:8 (../classes/Card.html#source)

draw
<i>Type</i> : number (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/number)
Defined in src/app/game/cards/draw.card.ts:7 ()

canCounterBlockPenalty
<i>Default value</i> : false
Inherited from Card (../classes/Card.html)
Defined in Card:37 (../classes/Card.html#source)

type
<i>Type</i> : CardType (../classes/Card.html)
Inherited from Card (../classes/Card.html)
Defined in Card:34 (../classes/Card.html#source)

value
<i>Type</i> : CardValue (../classes/Card.html)
Inherited from Card (../classes/Card.html)
Defined in Card:35 (../classes/Card.html#source)

Methods

onPlaced

onPlaced(game: Game (../classes/Game.html))

Inherited from Card (../classes/Card.html)

Defined in Card:15 (../classes/Card.html#source)

Parameters :

Name	Type	Optional
game	Game (../classes/Game.html)	No

Returns :void (<https://www.typescriptlang.org/docs/handbook/basic-types.html>)

canBePlaced
canBePlaced(currentCard: Card (../classes/Card.html))
Inherited from Card (../classes/Card.html)
Defined in Card:45 (../classes/Card.html#source)

Parameters :

Name	Type	Optional
currentCard	Card (../classes/Card.html)	No

Returns : boolean (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/boolean)

getPenaltyCounters

getPenaltyCounters()

Inherited from Card (../classes/Card.html)

Defined in Card:51 (../classes/Card.html#source)

Returns : Record<PenaltyType, boolean>

File

src/app/game/cards/queen.card.ts

Extends

Card (../classes/Card.html)

Index

Properties		
canCounterBlockPenalty	type	
canCounterDrawPenalty	value	
Methods		
canBePlaced	onPlaced	getPenaltyCounters

Properties

canCounterBlockPenalty
<i>Default value</i> : false
Inherited from Card (../classes/Card.html)
Defined in Card:37 (../classes/Card.html#source)

canCounterDrawPenalty
<i>Default value</i> : false
Inherited from Card (../classes/Card.html)
Defined in Card:36 (../classes/Card.html#source)

type
<i>Type</i> : CardType (../classes/Card.html)
Inherited from Card (../classes/Card.html)
Defined in Card:34 (../classes/Card.html#source)

value

Type: CardValue (../classes/Card.html)

Inherited from Card (../classes/Card.html)

Defined in Card:35 (../classes/Card.html#source)

Methods

canBePlaced

canBePlaced()

Inherited from Card (../classes/Card.html)

Defined in Card:8 (../classes/Card.html#source)

Returns: boolean (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/boolean)

onPlaced

onPlaced()

Inherited from Card (../classes/Card.html)

Defined in Card:4 (../classes/Card.html#source)

Returns: void (<https://www.typescriptlang.org/docs/handbook/basic-types.html>)

getPenaltyCounters

getPenaltyCounters()

Inherited from Card (../classes/Card.html)

Defined in Card:51 (../classes/Card.html#source)

Returns: Record<PenaltyType, boolean>

File

src/app/game/models/card.model.ts

Index

Properties	
canCounterBlockPenalty	type
canCounterDrawPenalty	value

Properties

canCounterBlockPenalty
<i>Type</i> :boolean (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/boolean)
Decorators : @Field(undefined)
Defined in src/app/game/models/card.model.ts:25 ()

canCounterDrawPenalty
<i>Type</i> :boolean (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/boolean)
Decorators : @Field(undefined)
Defined in src/app/game/models/card.model.ts:22 ()

type
<i>Type</i> :CardType (../classes/Card.html)
Decorators : @Field(undefined)
Defined in src/app/game/models/card.model.ts:16 ()

value
<i>Type</i> :CardValue (../classes/Card.html)
Decorators :

@Field(undefined)

Defined in src/app/game/models/card.model.ts:19 ()

File

src/app/game/models/card.model.ts

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Properties	
type	value

Properties

type
<i>Type</i> : CardType (../classes/Card.html)
Decorators : @Field(undefined) @IsEnum(CardType)
Defined in src/app/game/models/card.model.ts:32 ()

value
<i>Type</i> : CardValue (../classes/Card.html)
Decorators : @Field(undefined) @IsEnum(CardValue)
Defined in src/app/game/models/card.model.ts:36 ()

File

src/app/game/commands/draw-card.command.ts

Index

Properties			
Public	Readonly	game	Public Readonly player

Constructor

constructor(game: Game (../classes/Game.html), player: Player (../classes/Player.html))		
Defined in src/app/game/commands/draw-card.command.ts:5 ()		
Parameters :		
Name	Type	Optional
game	Game (../classes/Game.html)	No
player	Player (../classes/Player.html)	No

Properties

Public Readonly game
<i>Type</i> :Game (../classes/Game.html)
Defined in src/app/game/commands/draw-card.command.ts:6 ()

Public Readonly player
<i>Type</i> :Player (../classes/Player.html)
Defined in src/app/game/commands/draw-card.command.ts:6 ()

File

src/app/game/handlers/draw-card.handler.ts

Implements

ICommandHandler

Index

Methods
Async execute

Constructor

constructor(eventBus: EventBus, commandBus: CommandBus)		
Defined in src/app/game/handlers/draw-card.handler.ts:18 ()		
Parameters :		
Name	Type	Optional
eventBus	EventBus	No
commandBus	CommandBus	No

Methods

Async **execute**

execute(undefined: DrawCardCommand (../classes/DrawCardCommand.html))

Defined in src/app/game/handlers/draw-card.handler.ts:24 ()

Parameters :

Name	Type	Optional
DrawCardCommand (../classes/DrawCardCommand.html)	No	

Returns : Promise<DrawCardCommandResponse>

(../miscellaneous/typealiases.html#DrawCardCommandResponse)

File

src/app/game/commands/place-card.command.ts

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Properties		
Public Readonly	card	Public Readonly game Public Readonly player

Constructor

constructor(game: Game (../classes/Game.html), player: Player (../classes/Player.html), card: PlaceCardModel (../classes/PlaceCardModel.html))		
Defined in src/app/game/commands/place-card.command.ts:6 ()		
Parameters :		
Name	Type	Optional
game	Game (../classes/Game.html)	No
player	Player (../classes/Player.html)	No
card	PlaceCardModel (../classes/PlaceCardModel.html)	No

Properties

Public Readonly card
<i>Type</i> : PlaceCardModel (../classes/PlaceCardModel.html)
Defined in src/app/game/commands/place-card.command.ts:10 ()

Public Readonly game
<i>Type</i> : Game (../classes/Game.html)
Defined in src/app/game/commands/place-card.command.ts:8 ()

Public Readonly player
<i>Type</i> : Player (../classes/Player.html)
Defined in src/app/game/commands/place-card.command.ts:9 ()

File

src/app/game/handlers/place-card.handler.ts

Implements

ICommandHandler

Index

Properties
Public Readonly <code>eventBus</code>
Methods
Async <code>execute</code>

Constructor

constructor(eventBus: EventBus, commandBus: CommandBus)		
Defined in src/app/game/handlers/place-card.handler.ts:18 ()		
Parameters :		
Name	Type	Optional
eventBus	EventBus	No
commandBus	CommandBus	No

Properties

Public Readonly eventBus
<i>Type</i> : EventBus
Defined in src/app/game/handlers/place-card.handler.ts:20 ()

Methods

Async execute
execute(undefined: PlaceCardCommand (../classes/PlaceCardCommand.html))
Defined in src/app/game/handlers/place-card.handler.ts:24 ()

Parameters :

Name	Type	Optional
PlaceCardCommand (../classes/PlaceCardCommand.html)	No	

Returns : Promise<PlaceCardCommandResponse>

(../miscellaneous/typealiases.html#PlaceCardCommandResponse)