

GameRequest

Class

Properties

Accepted { get; set; } : bool

Declined { get; set; } : bool

Enemy { get; set; } : Player

RequestID { get; set; } : int

RequestingPlayer { get; set; } : Player

Methods

GameRequest()

GameRequest(Player enemy, Player requestPlayer)

SimpleGameInformation

Class

Properties

PlayerOne { get; set; } : string

PlayerTwo { get; set; } : string

Methods

SimpleGameInformation()

SimpleGameInformation(string playerOne, string playerTwo)

Player

Class

Fields

connectionId : string

markedPositions : List<int>

playerName : string

wins : int

Properties

ConnectionId { get; set; } : string

MarkedPositions { get; set; } : List<int>

Marker { get; set; } : int

PlayerName { get; set; } : string

Wins { get; set; } : int

Methods

Player()

Player(string playerName)

WinCondition

Class

Properties

Condition { get; set; } : List<int>

Methods

WinCondition(params int[] condition)

Game

Class

Fields

currentPlayer : Player

indexedGame : int[]

playerOne : Player

playerTwo : Player

winConditions : List<WinCondition>

Properties

CurrentGameStatus { get; set; } : int[]

CurrentPlayer { get; set; } : Player

EndMessage { get; set; } : string

GameId { get; } : int

GameOver { get; set; } : bool

PlayerOne { get; set; } : Player

PlayerTwo { get; set; } : Player

Turns { get; set; } : int

Methods

CheckWinConditions() : bool

Game(Player one, Player two)

GetOtherPlayer(Player player) : Player

IsMoveValid(int updatedPosition, Player player) : bool

MakeMove(int updatedPosition, Player player) : bool

NewGameSetup() : void

GameStatus

Class

Properties

CurrentPlayerId { get; set; } : string

CurrentPlayerMarker { get; set; } : int

GameId { get; set; } : int

IndexedGame { get; set; } : int[]

IsNewGame { get; set; } : bool

UpdatedPosition { get; set; } : int

WinsPlayerOne { get; set; } : int

WinsPlayerTwo { get; set; } : int

Methods

GameStatus()

GameStatus(int[] indexedGame, string currentPlayerId, int currentPlayerMarker, int gameId, int winsPlayerOne, int winsPlayerTwo)