Model

CommonGoals

Chat

- chat: ArrayList<String>

+ addChatLog(message: String): void
+getChat(): ArrayList<String>

Game

- firstPlayer: Player
- currentPlayer: Player

+ getFirstPlayer(): Player
+ getCurrentPlayer(): Player
+ getPlayers(): ArrayList<Players>
+ getBoard(): Board
+ getCommonGoal(): ArrayList<CommonGoal>
+ getChat(): Chat
+ setFirstPlayer(firstPlayer: Player): void
+ setCurrentPlayer(currentPlayer: Player): void
+ setPlayers(ArrayList<players> players): void
+ setBoard(board: Board): void
+ setChat(Chat chat): void
+ setCommonGoals(ArrayList<commonGoal> commonGoals): void
+ addPlayer(player: Player): void
- fillCommonGoalsArray(): ArrayList<Class?>>
+ randomCommonGoals(): ArrayList<CommonGoal>

SaveGameStatus

- game: Game
- filepath: String

+ gameToJson(): String
+ saveGame(): String

CommonGoal

- redeemedNumber: int

+ checkRequirements(): Boolean
+ getRedeemedNumber(): int
+ increaseRedeemedNumber(): void

Tile

- tile: TilesEnum
- imageNumber: int

+ getTile(): TilesEnum
+ getImageNumber(): int

Board

- board[9][9]: Tile
- endGame: boolean

+ getBoard(): Tile[][]
+ getBag(): Bag
+ isEndGame: bool
+ setEndGame(endGame: bool): void
+ updateBoard(column, row; int; tile: Tile): void
+ getTileFromBoard(column, row; int): Tile

<<interface>>
CommonGoalStrategy

+ check(Shelf shelf) : boolean

<<Enumeration>>
TilesEnum

CATS
BOOKS
GAMES
FRAMES
TROPHIES
PLANTS
EMPTY
UNUSED

Shelf

- shelf[6][5]: Tile

+ getShelf(): Tile[][]
+ getTileShelf(row, column: int): Tile
+ setShelf (Tile[][]: Shelf): void
+ insertTiles(column, row; int; tile: Tiles): void

Player

- position: int
- nickname: String
- points: int
- temporaryTiles: List<Tile>
- commonGoalRedeemed: ArrayList<Boolean>

+ getPosition(): int
+ getNickname(): String
+ getPoints(): int
+ getShelf(): Shelf
+ getTiles(): ArrayList<Tiles>
+ getPersonalGoal(): PersonalGoal
+ isCommonGoalRedeemed(indice: int): boolean
+ setShelf(shelf: Shelf): void
+ setPoints(points: int): void
+ setPersonalGoal(personalgoal: PersonalGoal): void
+ setCommonGoalRedeemed(status: boolean, index: int): void
+ addTile(tiles: Tile): void
+ selectTile(index: int): Tile
+ tryPersonalGoal(goalCode: int): PersonalGoal

Bag

- bag: ArrayList<Tile>

+ getBagSize(): int
+ getBag(): ArrayList<Tile>
+ pop(): Tiles

PersonalGoal

- personalgoal[6][5]: Tile
- usedCodes: List<Integer>

+ getPersonalGoal(): Tiles[][]
+ getUsedCodes(): List<Integers>
+ setUsedCodes(usedCodes:List<Integers>)
+ cleanUsedCodes()
+ List<Integers> getusedCodes()

<<Abstract Class>>
TileControl

differentTiles(ArrayList<Tile> rowTiles) : int

Diagonal

+ check(Shelf shelf) : boolean

Edges

+ check(Shelf shelf) : boolean

Triangle

+ check(Shelf shelf) : boolean

EightEquals

+ check(Shelf shelf) : boolean

DifferentRow

+ check(Shelf shelf) : boolean

Cross

+ check(Shelf shelf) : boolean

RowGroup

+ check(Shelf shelf) : boolean

Square

+ check(Shelf shelf) : boolean

ColumnEqualsFour

+ check(Shelf shelf) : boolean

ColumnEqualsTwo

+ check(Shelf shelf) : boolean

ColumnGroup

+ check(Shelf shelf) : boolean