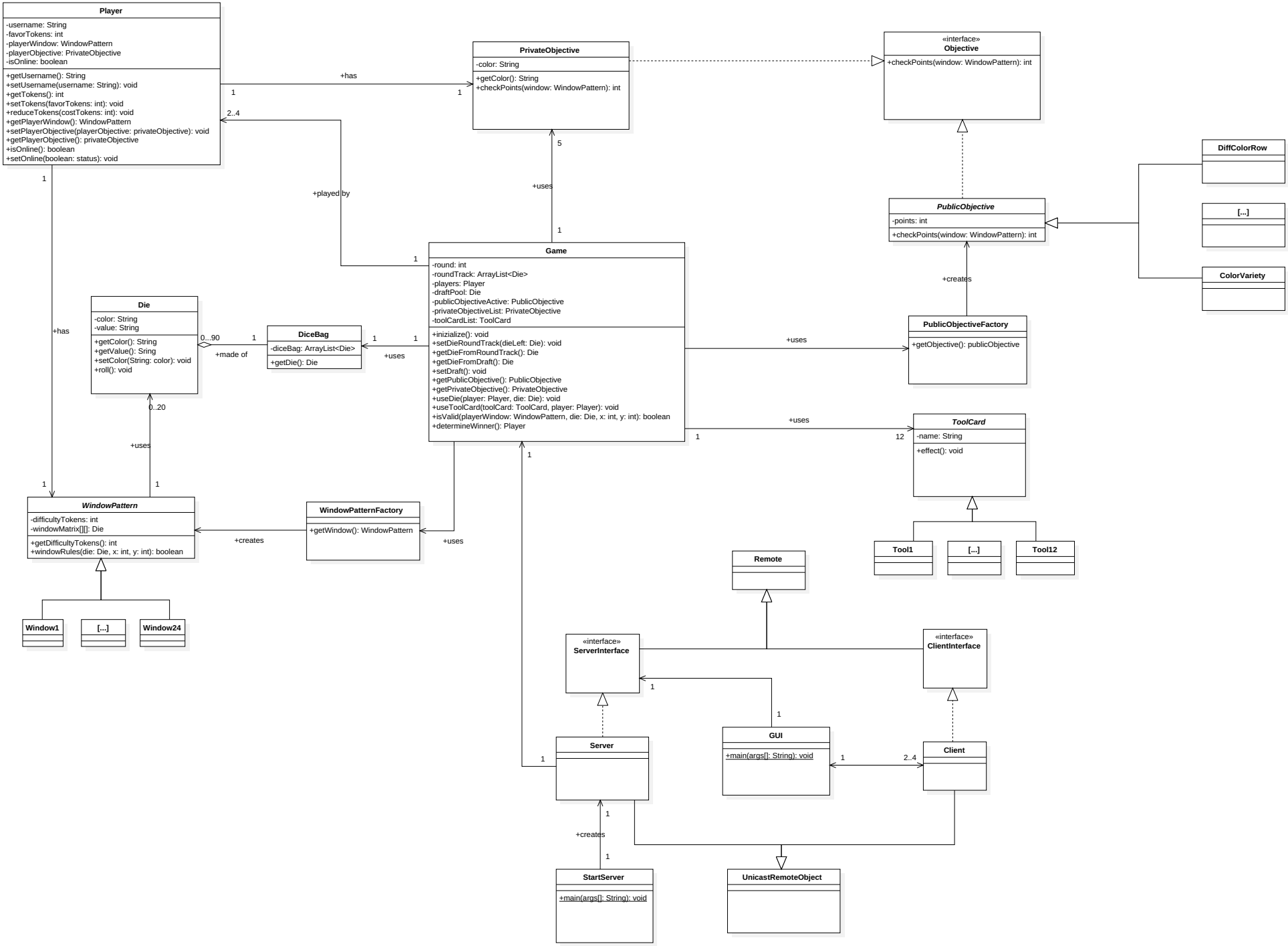
Model::Main


Player
-username: String
-favorTokens: int
-playerWindow: WindowPattern
-playerObjective: PrivateObjective
-isOnline: boolean
+getUsername(): String
+setUsername(username: String): void
+getTokens(): int
+setTokens(favorTokens: int): void
+reduceTokens(costTokens: int): void
+getPlayerWindow(): WindowPattern
+setPlayerObjective(playerObjective: privateObjective): void
+getPlayerObjective(): privateObjective
+isOnline(): boolean
+setOnline(boolean: status): void
+has
1
1
2..4
+played by
PrivateObjective
-color: String
+getColor(): String
+checkPoints(window: WindowPattern): int
«interface»
Objective
+checkPoints(window: WindowPattern): int
5
+uses
1
1
Game
-round: int
-roundTrack: ArrayList<Die>
-players: Player
-draftPool: Die
-publicObjectiveActive: PublicObjective
-privateObjectiveList: PrivateObjective
-toolCardList: ToolCard
+inizialize(): void
+setDieRoundTrack(dieLeft: Die): void
+getDieFromRoundTrack(): Die
+getDieFromDraft(): Die
+setDraft(): void
+getPublicObjective(): PublicObjective
+getPrivateObjective(): PrivateObjective
+useDie(player: Player, die: Die): void
+useToolCard(toolCard: ToolCard, player: Player): void
+isValid(playerWindow: WindowPattern, die: Die, x: int, y: int): boolean
+determineWinner(): Player
PublicObjective
-points: int
+checkPoints(window: WindowPattern): int
DiffColorRow
[...]
ColorVariety
+creates
PublicObjectiveFactory
+getObjective(): publicObjective
+uses
+uses
ToolCard
-name: String
+effect(): void
1
12
Tool1
[...]
Tool12
Die
-color: String
-value: String
+getColor(): String
+getValue(): Sring
+setColor(String: color): void
+roll(): void
0...90
1
+made of
DiceBag
-diceBag: ArrayList<Die>
+getDie(): Die
1
1
+uses
+has
0..20
+uses
1
1
WindowPattern
-difficultyTokens: int
-windowMatrix[][]: Die
+getDifficultyTokens(): int
+windowRules(die: Die, x: int, y: int): boolean
+creates
WindowPatternFactory
+getWindow(): WindowPattern
+uses
Window1
[...]
Window24
Remote
«interface»
ServerInterface
«interface»
ClientInterface
1
1
Server
GUI
+main(args[]: String): void
1
2..4
Client
1
+creates
1
StartServer
+main(args[]: String): void
UnicastRemoteObject