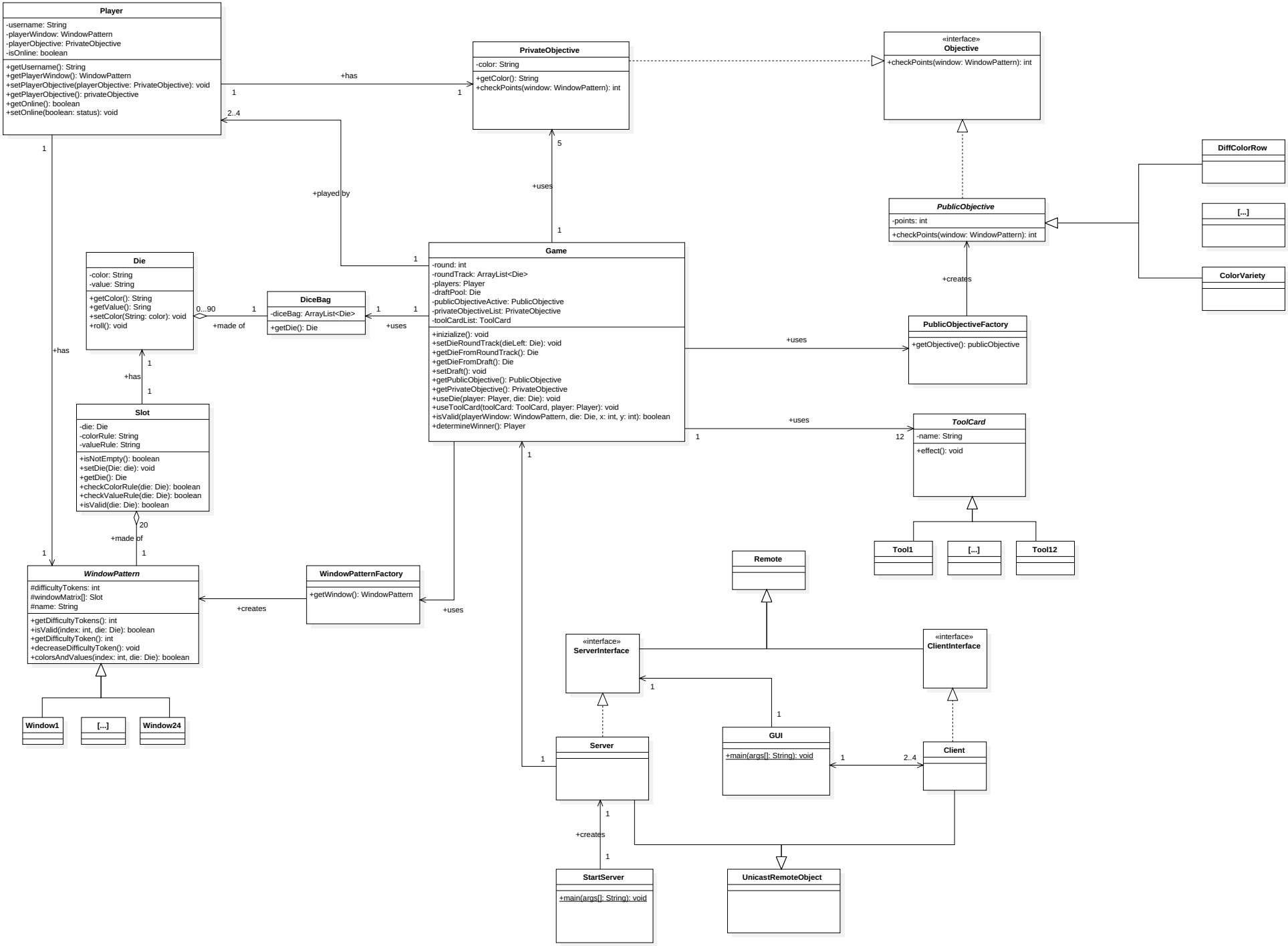
Player
-username: String
-playerWindow: WindowPattern
-playerObjective: PrivateObjective
-isOnline: boolean
+getUsername(): String
+getPlayerWindow(): WindowPattern
+setPlayerObjective(playerObjective: PrivateObjective): void
+getPlayerObjective(): privateObjective
+getOnline(): boolean
+setOnline(boolean: status): void
+has
1
1
PrivateObjective
-color: String
+getColor(): String
+checkPoints(window: WindowPattern): int
«interface»
Objective
+checkPoints(window: WindowPattern): int
2..4
+played by
5
+uses
1
DiffColorRow
[...]
ColorVariety
PublicObjective
-points: int
+checkPoints(window: WindowPattern): int
+creates
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
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
+uses
PublicObjectiveFactory
+getObjective(): publicObjective
+has
1
+has
1
Slot
-die: Die
-colorRule: String
-valueRule: String
+isNotEmpty(): boolean
+setDie(Die: die): void
+getDie(): Die
+checkColorRule(die: Die): boolean
+checkValueRule(die: Die): boolean
+isValid(die: Die): boolean
20
+made of
1
1
+uses
1
12
ToolCard
-name: String
+effect(): void
Tool1
[...]
Tool12
1
WindowPattern
#difficultyTokens: int
#windowMatrix[]: Slot
#name: String
+getDifficultyTokens(): int
+isValid(index: int, die: Die): boolean
+getDifficultyToken(): int
+decreaseDifficultyToken(): void
+colorsAndValues(index: int, die: Die): boolean
+creates
WindowPatternFactory
+getWindow(): WindowPattern
+uses
Remote
«interface»
ServerInterface
«interface»
ClientInterface
1
1
Window1
[...]
Window24
Server
GUI
+main(args[]: String): void
Client
1
1
2..4
1
+creates
1
StartServer
+main(args[]: String): void
UnicastRemoteObject