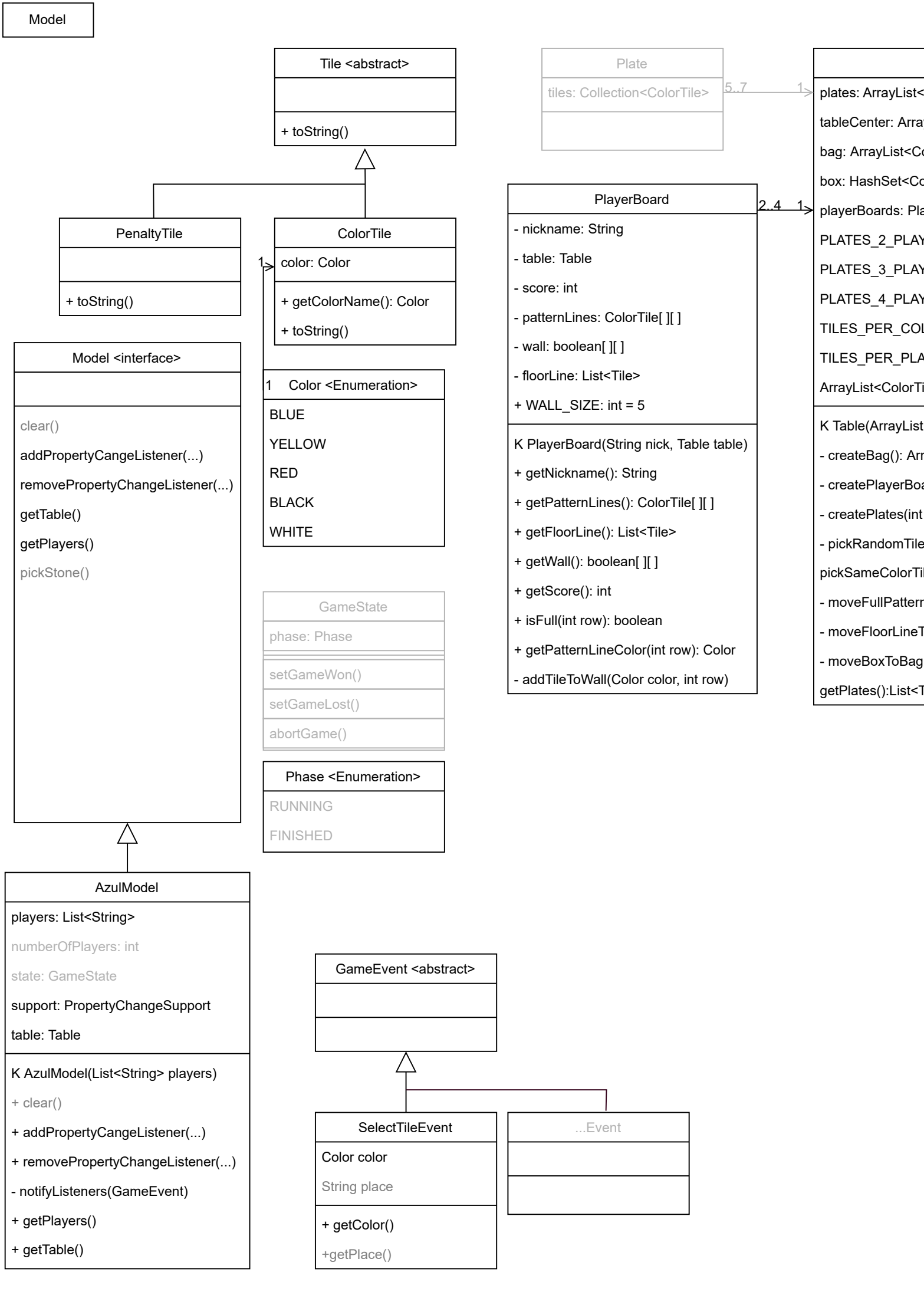
Model
Tile <abstract>
+ toString()
Plate
tiles: Collection<ColorTile>
5..7
1
plates: ArrayList<
tableCenter: Arra
bag: ArrayList<Co
box: HashSet<Co
playerBoards: Pla
PLATES_2_PLAY
PLATES_3_PLAY
PLATES_4_PLAY
TILES_PER_COL
TILES_PER_PLA
ArrayList<ColorTi
PenaltyTile
+ toString()
ColorTile
color: Color
+ getColorName(): Color
+ toString()
1
PlayerBoard
- nickname: String
- table: Table
- score: int
- patternLines: ColorTile[ ][ ]
- wall: boolean[ ][ ]
- floorLine: List<Tile>
+ WALL_SIZE: int = 5
K PlayerBoard(String nick, Table table)
+ getNickname(): String
+ getPatternLines(): ColorTile[ ][ ]
+ getFloorLine(): List<Tile>
+ getWall(): boolean[ ][ ]
+ getScore(): int
+ isFull(int row): boolean
+ getPatternLineColor(int row): Color
- addTileToWall(Color color, int row)
2..4
1
K Table(ArrayList
- createBag(): Arr
- createPlayerBoa
- createPlates(int
- pickRandomTile
pickSameColorTi
- moveFullPattern
- moveFloorLineT
- moveBoxToBag
getPlates():List<T
Model <interface>
clear()
addPropertyCangeListener(...)
removePropertyChangeListener(...)
getTable()
getPlayers()
pickStone()
1
Color <Enumeration>
BLUE
YELLOW
RED
BLACK
WHITE
GameState
phase: Phase
setGameWon()
setGameLost()
abortGame()
Phase <Enumeration>
RUNNING
FINISHED
AzulModel
players: List<String>
numberOfPlayers: int
state: GameState
support: PropertyChangeSupport
table: Table
K AzulModel(List<String> players)
+ clear()
+ addPropertyCangeListener(...)
+ removePropertyChangeListener(...)
- notifyListeners(GameEvent)
+ getPlayers()
+ getTable()
GameEvent <abstract>
SelectTileEvent
Color color
String place
+ getColor()
+getPlace()
...Event

Table

Tile>[ ]

yList<Tile>

olorTile>

olorTile>

ayerBoard[ ]

ERS: int = 5

ERS: int = 7

ERS: int = 9

LOR: int = 20

TE: int = 4

le> selectedTiles

<String> players)

ayList<ColorTile>

ards(List<String> players): PlayerBoard[ ]

size): List<Tile>[ ]

(List<ColorTile> tiles): Tile

les(List<Tile> tiles, Color color): List<Colc

nLineToBox(int row)

oBox()

()

ile>[ ]