Model

Tile \<abstract\>

PenaltyTile

ColorTile

color: Color

Plate

tiles: Collection\<ColorTile\>

Table

plates: Plate[ ]

tableCenter: Collection\<Tile\>

bag: Collection\<ColorTile\>

box: Collection\<Tile\>

playerBoards: PlayerBoard[ ]

5..7   1

2..4   1

1

1

PlayerBoard

nickname: String

- score: int

- patternLines: Tile[ ] [ ]

- wall: boolean[ ] [ ]

- floorLine: Collection\<Tile\>

+ WALL_SIZE: int

+ getPatternLines()

+ getFloorLine()

+ getWall()

+ getScore()

Model \<interface\>

clear()

addPropertyCangeListener(...)

removePropertyChangeListener(...)

1   Color enum

YELLOW

RED

BLACK

BLUE

WHITE

1

GameState

phase: Phase

setGameWon()

setGameLost()

abortGame()

Phase \<Enumeration\>

RUNNING

FINISHED

Game

players: String[ ]

numberOfPlayers: int

state: GameState

support: PropertyChangeSupport

+ clear()

+ addPropertyCangeListener(...)

+ removePropertyChangeListener(..

- notifyListeners()