1

Argument row noch nicht bekannt

Argument row noch nicht bekannt

new ColorTile[5][ ] (patternLines array)

Player state is private, no setter for changing state to TO\_MOVE !

overshoot in floor line

model.getNextPlayerIndex & change player states

Player state is private, no setter !

playerIndex of  
player with  
penaltyTile in  
floorLine.

Neue Runde:

- reinitialize tableCenter  
-set firstPlayerIndex for player with penaltiyTile  
 from past round  
- refill plates   
 -> in case bag is running empty:  
 model.moveBoxTilesToBagAndShuffle()

Reenter at 

all  
players

no

model.moveFloorLineToBox

playerBoard: calculate and substract penalty (todo)

getPlayerBoard().getPatternLines()

playerBoard: calculate and sum up line score (todo)

model.moveFullPatternLineToBox

getPlayerBoard().addTileToWall

yes

line full?

getPlayerBoard().getPatternLineColor()

all lines

getPlayerBoard().getPatternLines()

yes: route next playerIndex

next playerIndex

still tiles?  
check plates and tableCenter

Note: in method „makeMove“   
if (playerToMoveIndex == startingPlayerIndex) {  
 endRound();  
}

-> seems not to comply to rules.

playerIndex

model.makeMove:  
„playerBoard = getPlayerBoard()“  
„model“ nur Hinweis, selbe Klasse!

next playerIndex

0 <= index <= 4

index = -1

yes

yes

yes

playerBoard.addColorTilesToLine(index)

no

no

no

same color?  
(playerBoard.getPaternLineColor)

line free?  
(playerBoard.isColorAlreadyOnWall)

line empty?

repeat

index

List: picked tiles

wo: plate

wo: tableCenter

(wait for…) EVENT: „select row to place“ -> row index (-1 für floorLine)

if present: penalty tile to floorLine

remaining tiles to tableCenter

model.pickTilesFromTableCenter

model.pickTilesFromPlate

wo

EVENT: „pick tile“ -> color, wo?

new Plate (….and fill)

new tableCenter  
createAndFillPlates  
chooseRandomStartingPlayer

add penaltyTile

state.READY  
new PlayerBoard

new GameModel

List<Players>

new Player

Eingabe Player nicknames