# MAJOR REQUIREMENTS

## objPlayer Object

This object will be responsible for holding information about the player and his/her associated pieces on the board. Including things such as their colour, Username, pieces (an array of 4 individual pieces), and the current state of the players Home and Start locations.

## objTHEgame Object

This object is responsible for all the game functionality that should happen on any given players turn, This includes things such as rolling the die, Selecting a piece to move, moving said piece, and checking to see if a player has won the game.

## Trouble Object

This object is responsible for instantiating the objTHEGame object, assigning a player a colour, as well as figuring out how many players are in the game. This object is also responsible for switching the active player. This is the object that will be sent as an envelope to the other players.

## UML STUFFS

**Trouble**

numOfPlayers:int

player1:objPlayer

player2:objPlayer

player3:objPlayer

player4:objPlayer

strCurrentPlayer:String

board[]:objPlayer

Trouble(){}

Trouble(P1:String,P2:String){}

Trouble(P1:String,P2:String,P3:String){}

Trouble(P1:String,P2:String,P3:String,P4:String){}

switchActivePlayer()

getCurrentPlayer():String

setCurrentPlayer(strCurrentPlayer:String)

getBoard():objPlayer[]

setBoard(board:objPlayer[])

objBoard:objPlayer[]

op:objPlayer

currentRoll:int

moveFromStart:Boolean

objTheGame()

StartGame()

rollDie():int

piecePosition(piece:Object[]):int

onTurnStart()

checkStart():boolean

move(pos:int,n:int,currentPlayer:char,piece:Object[])

ckechWin()

**objPlayer**

objInStart:Object[]

objPiece:Object[]

inHome:int

strUserName:String

pColour:char

objPlayer()

objPlayer(colour:char,Username:String)

setStart()

getHomeCount():int

gotHome()

getNumInStart():int

setColour(colour:char)

getColour():char

getHomeIndex(col:char)

getStrUserName():String

setStrUserName(strUserName:String)

getObjInStart():Object[]

setObjInStart(intInStart:Object[])