SpecialCardRequiredAction + CHOOSE_COLOR_DINING_ROOM: + NOT_ENOUGH_TILES: + CHOOSE_ISLAND: + CHOOSE_COLOR: + CHOOSE_COLOR_CARD: + ALREADY_USED_IN_THIS_TURN: + NOT ENOUGH COINS: + NO_SUCH_CARD: + CHOOSE_COLOR_SCHOOL_ENTRANCE: + USED_CORRECTLY: + NO_SUCH_COLOR: + isColorChoise(SpecialCardRequiredAction): boolean + values(): SpecialCardRequiredAction[] + valueOf(String): SpecialCardRequiredAction

<<enumeration>>

GameOrchestrator # gameBoard: GameBoard # specialCardAlreadyUsed: boolean # planningOrder: String[] # players: List<String> # actionBlocker: Object # maxStudentMoves: int # id: int # clients: List<ClientHandler> # activePlayer: int # actionOrder: String[] # phaseBlocker: Object # studentMovesLeft: int # playerBoardListeners: HashMap<Tower, ClientHandler> # playersTower: Map<String, Tower> # modelListener: Listener # currentPhase: PhaseEnum # playedAssistantCard: SortedSet<Integer> # isExpert: boolean + isExpert(): boolean + moveMotherNature(int): boolean + chooseColor(Color): String setPlanningOrder(): void + chooseCloud(int): boolean setActionOrder(): void + useSpecialCard(String): String + getPlayersTower(): Map<String, Tower> + disconnectClients(): void + getActivePlayer(): String - nextStep(): void # setCurrentPhase(PhaseEnum): void - createListeners(): void + getCurrentPhase(): PhaseEnum + chooseCard(int): boolean + chooselsland(int): String + moveStudent(Color, int): boolean + terminateSpecialCardUsage(): String # notifyPhaseAndCurrentPlayer(): void + moveStudent(Color): boolean EasyGameOrchestrator

+ useSpecialCard(String): String

ExpertGameOrchestrator + terminateSpecialCardUsage(): String

+ chooseColor(Color): String # pendingColor: Color + chooselsland(int): String

numberOfUsedInteractions: int # specialCards: Set<SpecialCardName> # specialCardsArray: SpecialCard[]

expectingPhase: SpecialCardRequiredAction

activatedSpecialCard: SpecialCardName

+ terminateSpecialCardUsage(): String

+ useSpecialCard(String): String

- getPositionSpecialCard(): Integer?

setCurrentPhase(PhaseEnum): void

setSpecialCardPhase(SpecialCardRequiredAction): void

optionalMove: boolean # oldPhase: PhaseEnum

+ chooseColor(Color): String

+ chooselsland(int): String

- resetPhase(): void

<<enumeration>> **PhaseEnum**

- + ACTION_MOVE_STUDENTS:
- + CREATING_GAME:
- + PLANNING:
- + END:
- + ACTION_CHOOSE_CLOUD:
- + ACTION_MOVE_MOTHER_NATURE:
- + SPECIAL_CARD_USAGE:
- + values(): PhaseEnum[]