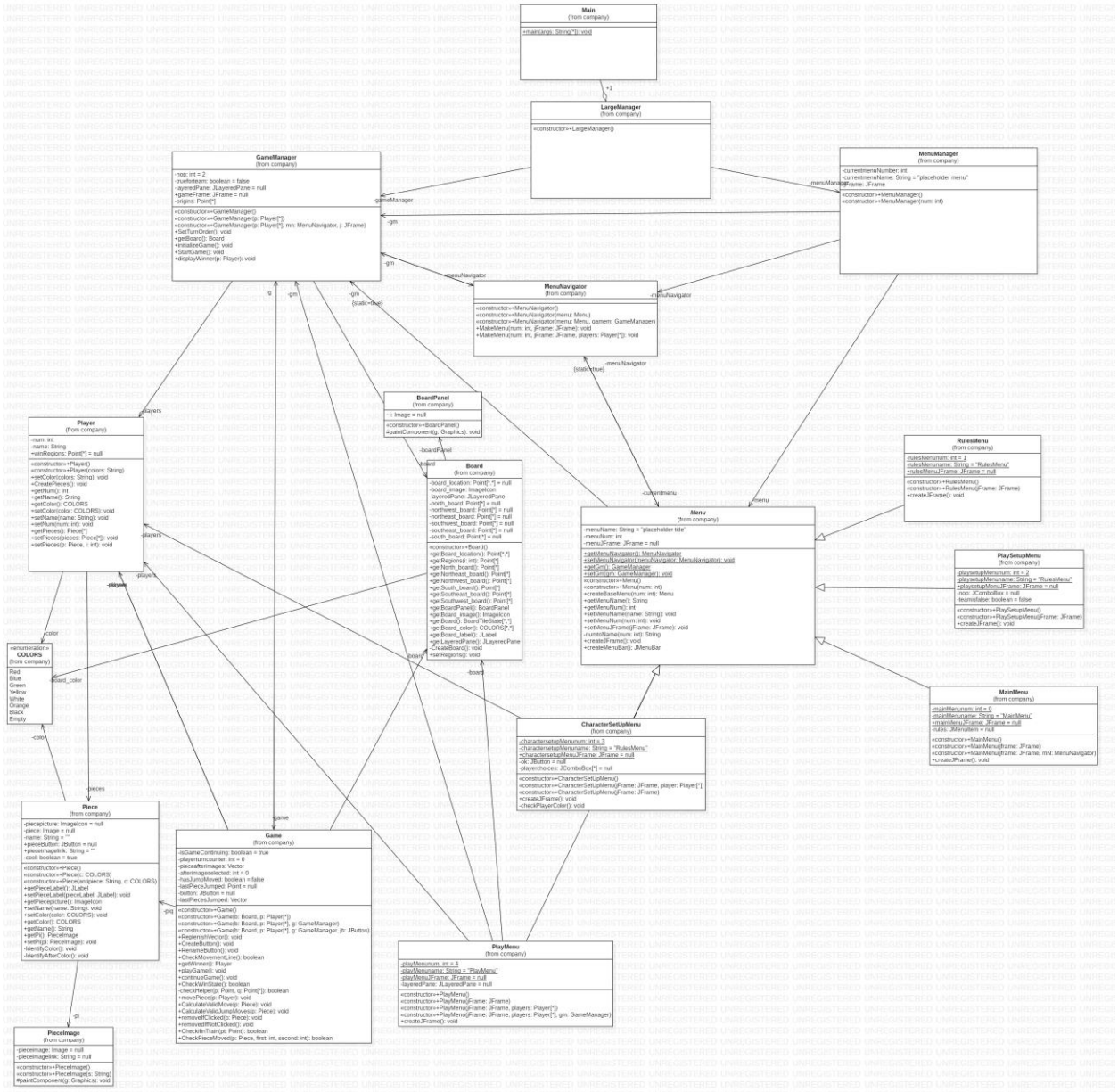
Main
(from company)
+main(args: String[*]): void
+1
LargeManager
(from company)
+constructor=+LargeManager()
GameManager
(from company)
-nop: int = 2
-trueforteam: boolean = false
-layeredPane: JLayeredPane = null
+gameFrame: JFrame = null
-origins: Point[*]
+constructor=+GameManager()
+constructor=+GameManager(p: Player[*])
+constructor=+GameManager(p: Player[*], mm: MenuNavigator, j: JFrame)
+SetTurnOrder(): void
+getBoard(): Board
+initializeGame(): void
+StartGame(): void
+displayWinner(p: Player): void
-gameManager
-gm
-menuManager
MenuManager
(from company)
-currentmenuNumber: int
-currentmenuName: String = "placeholder menu"
-jFrame: JFrame
+constructor=+MenuManager()
+constructor=+MenuManager(num: int)
-gm
-menuNavigator
MenuNavigator
(from company)
+constructor=+MenuNavigator()
+constructor=+MenuNavigator(menu: Menu)
+constructor=+MenuNavigator(menu: Menu, gamem: GameManager)
+MakeMenu(num: int, jFrame: JFrame): void
+MakeMenu(num: int, jFrame: JFrame, players: Player[*]): void
-menuNavigator
{static=true}
-q
-gm
-gm
{static=true}
-menuNavigator
{static=true}
BoardPanel
(from company)
-i: Image = null
+constructor=+BoardPanel()
#paintComponent(g: Graphics): void
-boardPanel
-board
Board
(from company)
-board_location: Point[*,*] = null
-board_image: ImageIcon
-layeredPane: JLayeredPane
-north_board: Point[*] = null
-northwest_board: Point[*] = null
-northeast_board: Point[*] = null
-southeast_board: Point[*] = null
-southwest_board: Point[*] = null
-south_board: Point[*] = null
+constructor=+Board()
+getBoard_location(): Point[*,*]
+getRegions(i: int): Point[*]
+getNorth_board(): Point[*]
+getNortheast_board(): Point[*]
+getNorthwest_board(): Point[*]
+getSouth_board(): Point[*]
+getSoutheast_board(): Point[*]
+getSouthwest_board(): Point[*]
+getBoardPanel(): BoardPanel
+getBoard_image(): ImageIcon
+getBoard(): BoardTileState[*,*]
+getBoard_color(): COLORS[*,*]
+getBoard_label(): JLabel
+getLayeredPane(): JLayeredPane
-CreateBoard(): void
+setRegions(): void
-board
-board
-board
-currentmenu
-menu
Menu
(from company)
-menuName: String = "placeholder title"
-menuNum: int
-menuJFrame: JFrame = null
+getMenuNavigator(): MenuNavigator
+setMenuNavigator(menuNavigator: MenuNavigator): void
+getGm(): GameManager
+setGm(gm: GameManager): void
+constructor=+Menu()
+constructor=+Menu(num: int)
+createBaseMenu(num: int): Menu
+getMenuName(): String
+getMenuNum(): int
+setMenuName(name: String): void
+setMenuNum(num: int): void
+setMenuJFrame(jFrame: JFrame): void
-numtoName(num: int): String
+createJFrame(): void
+createMenuBar(): JMenuBar
RulesMenu
(from company)
-rulesMenunum: int = 1
-rulesMenuname: String = "RulesMenu"
+rulesMenuJFrame: JFrame = null
+constructor=+RulesMenu()
+constructor=+RulesMenu(jFrame: JFrame)
+createJFrame(): void
PlaySetupMenu
(from company)
-playsetupMenunum: int = 2
-playsetupMenuname: String = "RulesMenu"
+playsetupMenuJFrame: JFrame = null
-nop: JComboBox = null
-teamisfalse: boolean = false
+constructor=+PlaySetupMenu()
+constructor=+PlaySetupMenu(jFrame: JFrame)
+createJFrame(): void
MainMenu
(from company)
-mainMenunum: int = 0
-mainMenuname: String = "MainMenu"
+mainMenuJFrame: JFrame = null
-rules: JMenuItem = null
+constructor=+MainMenu()
+constructor=+MainMenu(jframe: JFrame)
+constructor=+MainMenu(jframe: JFrame, mN: MenuNavigator)
+createJFrame(): void
CharacterSetUpMenu
(from company)
-charactersetupMenunum: int = 3
-charactersetupMenuname: String = "RulesMenu"
+characterSetupMenuJFrame: JFrame = null
-ok: JButton = null
-playerchoices: JComboBox[*] = null
+constructor=+CharacterSetUpMenu()
+constructor=+CharacterSetUpMenu(jFrame: JFrame, player: Player[*])
+constructor=+CharacterSetUpMenu(jFrame: JFrame)
+createJFrame(): void
-checkPlayerColor(): void
Player
(from company)
-num: int
-name: String
+winRegions: Point[*] = null
+constructor=+Player()
+constructor=+Player(colors: String)
+setColor(colors: String): void
+CreatePiece(): void
+getNum(): int
+getName(): String
+getColor(): COLORS
+setColor(color: COLORS): void
+setName(name: String): void
+setNum(num: int): void
+getPieces(): Piece[*]
+setPieces(pieces: Piece[*]): void
+setPieces(p: Piece, i: int): void
-players
-players
-players
-color
-color
-board_color
-pieces
-game
-piece
-pi
<enumeration>
COLORS
(from company)
Red
Blue
Green
Yellow
White
Orange
Black
Empty
Piece
(from company)
-piecepicture: ImageIcon = null
-piece: Image = null
-name: String = ""
+pieceButton: JButton = null
+piecemagelink: String = ""
-cool: boolean = true
+constructor=+Piece()
+constructor=+Piece(c: COLORS)
+constructor=+Piece(antipiece: String, c: COLORS)
+getPieceLabel(): JLabel
+setPieceLabel(pieceLabel: JLabel): void
+getPiecepicture(): ImageIcon
+setName(name: String): void
+setColor(color: COLORS): void
+getColor(): COLORS
+getName(): String
+getPi(): PieceImage
+setPi(p: PieceImage): void
-IdentifyColor(): void
-IdentifyAfterColor(): void
PieceImage
(from company)
-pieceimage: Image = null
-pieceimagelink: String = null
+constructor=+PieceImage()
+constructor=+PieceImage(s: String)
#paintComponent(g: Graphics): void
Game
(from company)
-isGameContinuing: boolean = true
-playerturncounter: int = 0
-piecaafterimages: Vector
-afterimageselected: int = 0
-hasJumpMoved: boolean = false
-lastPieceJumped: Point = null
-button: JButton = null
-lastPiecesJumped: Vector
+constructor=+Game()
+constructor=+Game(b: Board, p: Player[*])
+constructor=+Game(b: Board, p: Player[*], g: GameManager)
+constructor=+Game(b: Board, p: Player[*], g: GameManager, jb: JButton)
+RepeinstVector(): void
+CreateButton(): void
+RenameButton(): void
+CheckMovementLine(): boolean
+getWinner(): Player
+playGame(): void
+continueGame(): void
+CheckWinState(): boolean
-checkHelper(p: Point, q: Point[*]): boolean
+movePiece(p: Player): void
+CalculateValidMoves(p: Piece): void
+CalculateValidJumpMoves(p: Piece): void
+removeIfClicked(p: Piece): void
+removeIfNotClicked(): void
+CheckIfnTrain(pt: Point): boolean
-CheckPieceMove(dp: Piece, first: int, second: int): boolean
PlayMenu
(from company)
-playMenunum: int = 4
-playMenuname: String = "PlayMenu"
-playMenuJFrame: JFrame = null
-layeredPane: JLayeredPane = null
+constructor=+PlayMenu()
+constructor=+PlayMenu(jFrame: JFrame)
+constructor=+PlayMenu(jFrame: JFrame, players: Player[*])
+constructor=+PlayMenu(jFrame: JFrame, players: Player[*], gm: GameManager)
+createJFrame(): void