UML SANTORINI

Controller
- game :Game

+ Controller (game :Game)
+ setGodList (username :String, gods :String[])
+ setGod (username :String, god :String)
+ setWorkers (username :String, color :String, positions :List<Integer>)
+ chooseWorker (username :String, position :int)
+ chooseAction (username :String, position :int)

Game
- mode :GameMode
- phase :GamePhase
- playerList :List<Player>
- player :int
- godList :List<God>
- islandBoard :IslandBoard
- isActive :boolean

+ Game (mode :GameMode, players :ArrayList<String>)
+ getGod ()
+ getGameMode ()
+ setGod (username :String, god :God)
+ getPlayer ()
+ getPlayers ()
+ setGodList (username :String, godList :God[])
+ getBoard ()
+ getAction ()
+ setWorkers (color :Color, username :String, positions :List<Integer>)
+ chooseWorker (username :String, position :int)
+ chooseAction (username :String, position :int)

Player
- username :String
- status :StatusPlayer
- color :Color

+ Player (username :String) :Player
+ getUsername () :String
+ setStatusPlayer (status :StatusPlayer)
+ getStatusPlayer () :StatusPlayer
+ setColor (color :Color)
+ getColor () :Color

Enumerations

<<enumeration>>
Color

WHITE
BROWN
BLUE

<<enumeration>>
Priority

OPTIONAL
BASE
MUST

<<enumeration>>
GamePhase

SET_GOD_LIST
CHOOSE_GOD
SET_WORKERS
ACTIVE
END

<<enumeration>>
GameMode

TWO
THREE
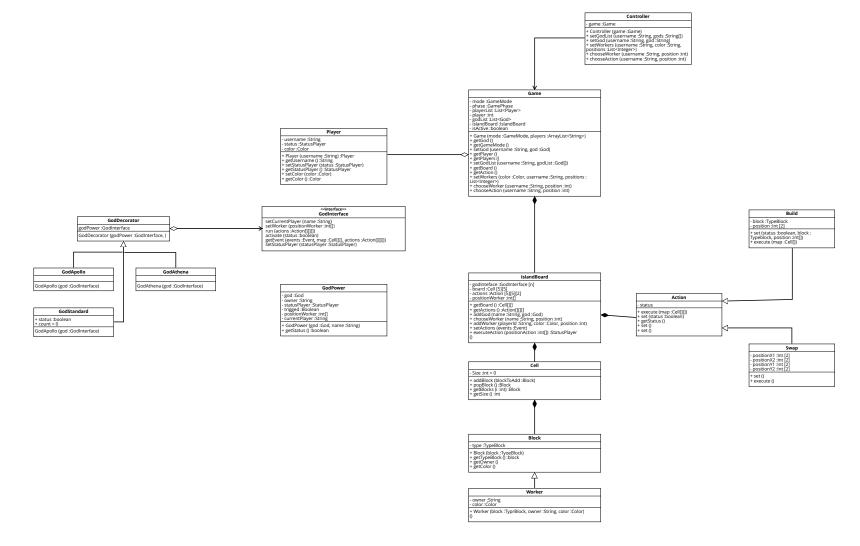
<<enumeration>>
TypeBlock

WORKER
LEVEL1
LEVEL2
LEVEL3
DOME

<<enumeration>>
God

STANDARD
APOLLO
ARTEMIS
ATHENA
ATLAS
DEMETER
HEPHAESTUS
MINOTAUR
PAN
PROMETHEUS

<<enumeration>>
Event

MOVE
BUILD
UP
DOWN
BLOCK
ZERO
ONE
TWO
THREE
FOUR

<<enumeration>>
StatusPlayer

WIN
LOSE
GAMING

GodDecorator
godPower :GodInterface

GodDecorator (godPower :GodInterface,)

<<interface>>
GodInterface
---
setCurrentPlayer (name :String)
setWorker (positionWorker :int[])
run (acions :Action[][][])
activate (status :boolean)
getEvent (events :Event, map :Cell[][], actions :Action[][][])
setStatusPlayer (statusPlayer :StatusPlayer)

GodApollo

GodApollo (god :GodInterface)

GodAthena

GodAthena (god :GodInterface)

GodStandard
+ status :boolean
+ count = 0

GodApollo (god :GodInterface)

GodPower
- god :God
- owner :String
- statusPlayer :StatusPlayer
- trigged :Boolean
- positionWorker :int[]
- currentPlayer :String

+ GodPower (god :God, name :String)
+ getStatus () :boolean

IslandBoard
- godInteface :GodInterface [n]
- board :Cell [5][5]
- actions :Action [5][5][2]
- positionWorker :int[]

+ getBoard () :Cell[][]
+ getActions () :Action[][][]
+ addGod (name :String, god :God)
+ chooseWorker (name :String, position :int)
+ addWorker (playerId :String, color :Color, position :int)
+ setActions (events :Event)
+ executeAction (positionAction :int[]) :StatusPlayer ()

Build
- block :TypeBlock
- position :Int [2]

+ set (status :boolean, block : Typeblock, position :int[])
+ execute (map :Cell[])

Action
- status

+ execute (map :Cell[][])
+ set (status :boolean)
+ getStatus ()
+ set ()
+ set ()

Swap
- positionX1 :Int [2]
- positionX2 :Int [2]
- positionY1 :Int [2]
- positionY2 :Int [2]

+ set ()
+ execute ()

Cell
- Size :int = 0

+ addBlock (blockToAdd :Block)
+ popBlock () :Block
+ getBlocks (i :int) :Block
+ getSize () :int

Block
- type :TypeBlock

+ Block (block :TyoeBlock)
+ getTypeBlock () :block
+ getOwner ()
+ getColor ()

Worker
- owner :String
- color :Color

+ Worker (block :TyprBlock, owner :String, color :Color) ()