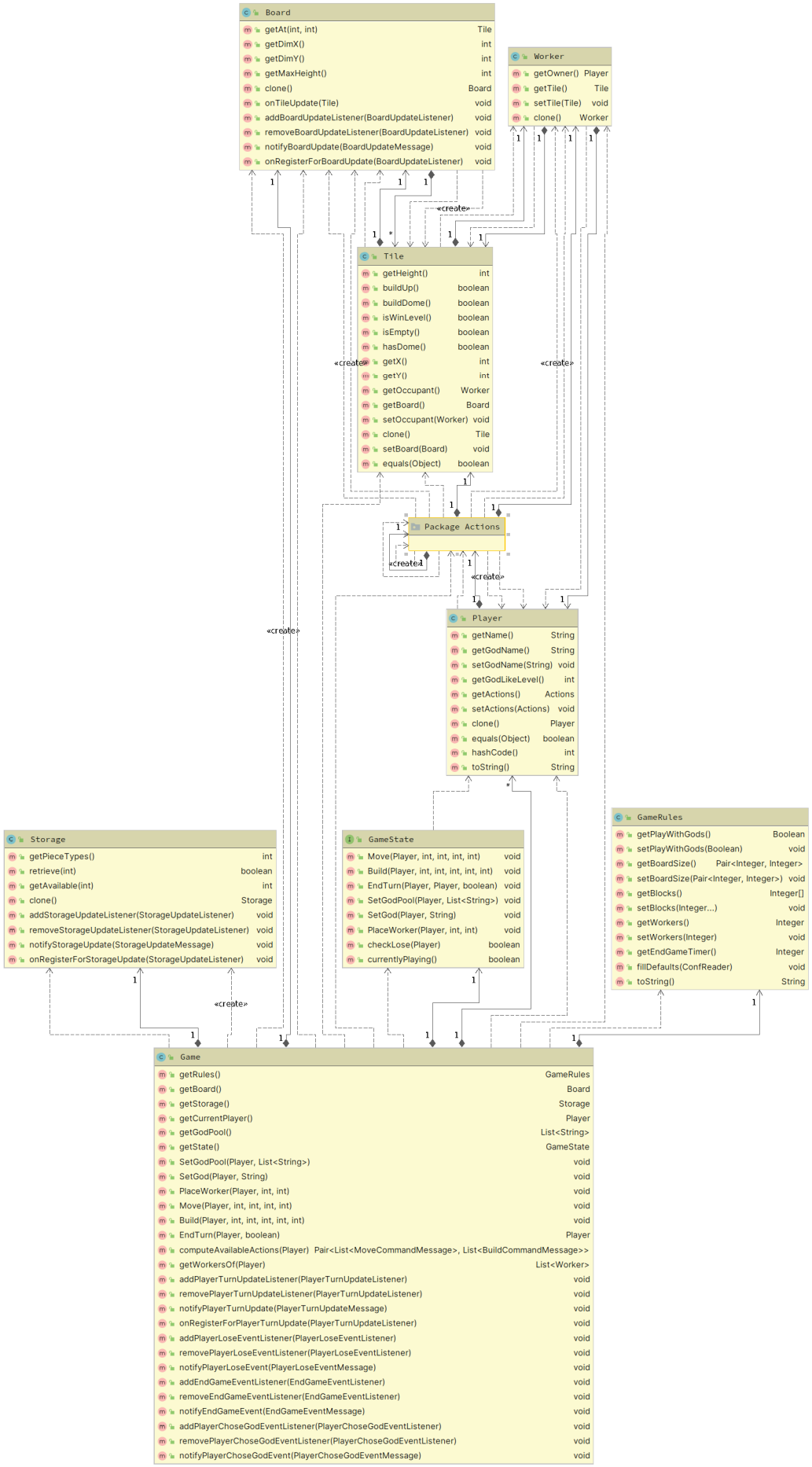
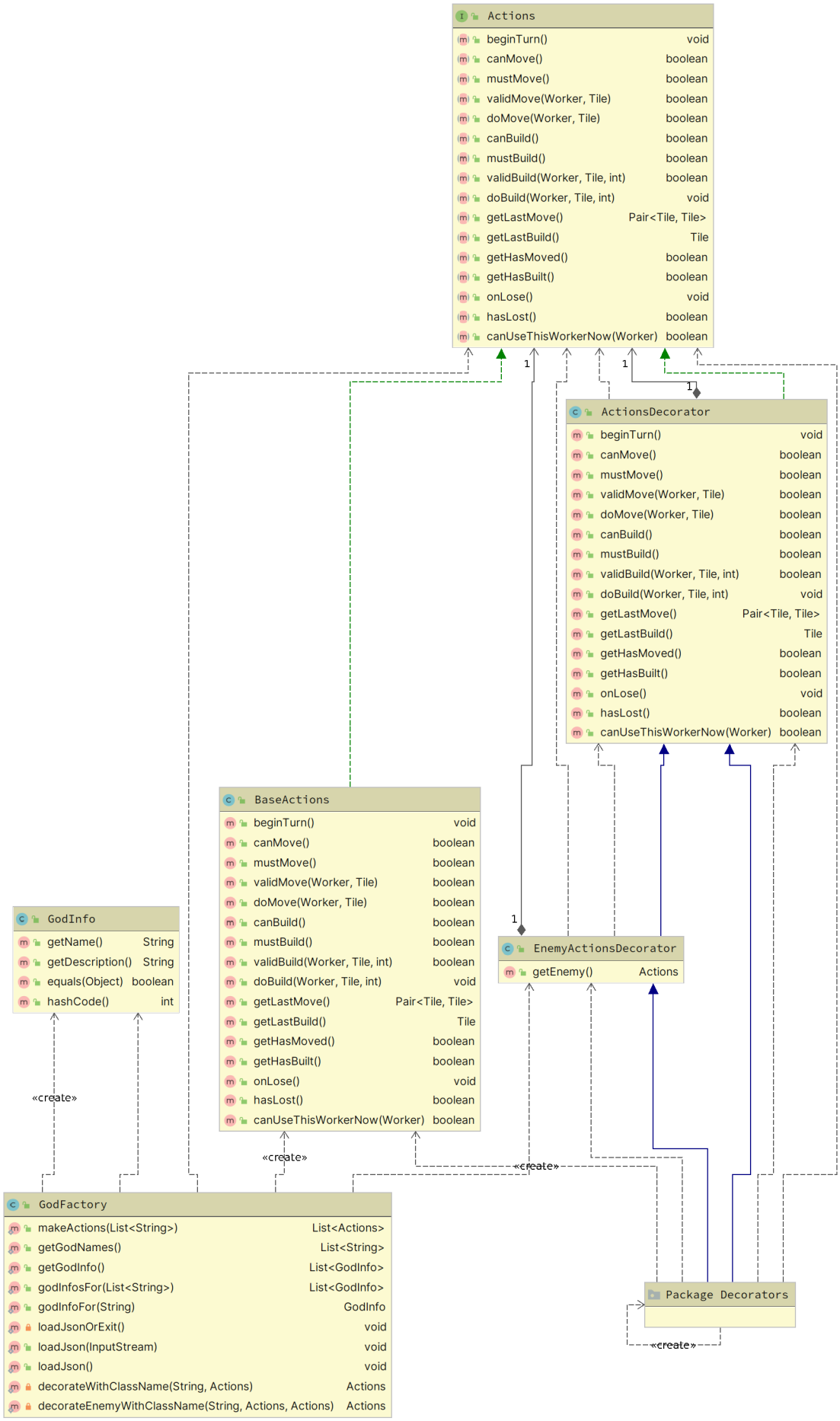

Board
getAt(int, int) Tile
getDimX() int
getDimY() int
getMaxHeight() int
clone() Board
onTileUpdate(Tile) void
addBoardUpdateListener(BoardUpdateListener) void
removeBoardUpdateListener(BoardUpdateListener) void
notifyBoardUpdate(BoardUpdateMessage) void
onRegisterForBoardUpdate(BoardUpdateListener) void
Worker
getOwner() Player
getTile() Tile
setTile(Tile) void
clone() Worker
«create»
Tile
getHeight() int
buildUp() boolean
buildDome() boolean
isWinLevel() boolean
isEmpty() boolean
hasDome() boolean
getX() int
getY() int
getOccupant() Worker
getBoard() Board
setOccupant(Worker) void
clone() Tile
setBoard(Board) void
equals(Object) boolean
Package Actions
Player
getName() String
getGodName() String
setGodName(String) void
getGodLikeLevel() int
getActions() Actions
setActions(Actions) void
clone() Player
equals(Object) boolean
hashCode() int
toString() String
Storage
getPieceTypes() int
retrieve(int) boolean
getAvailable(int) int
clone() Storage
addStorageUpdateListener(StorageUpdateListener) void
removeStorageUpdateListener(StorageUpdateListener) void
notifyStorageUpdate(StorageUpdateMessage) void
onRegisterForStorageUpdate(StorageUpdateListener) void
GameState
Move(Player, int, int, int, int) void
Build(Player, int, int, int, int, int) void
EndTurn(Player, Player, boolean) void
SetGodPool(Player, List<String>) void
SetGod(Player, String) void
PlaceWorker(Player, int, int) void
checkLose(Player) boolean
currentlyPlaying() boolean
GameRules
getPlayWithGods() Boolean
setPlayWithGods(Boolean) void
getBoardSize() Pair<Integer, Integer>
setBoardSize(Pair<Integer, Integer>) void
getBlocks() Integer[]
setBlocks(Integer...) void
getWorkers() Integer
setWorkers(Integer) void
getEndGameTimer() Integer
fillDefaults(ConfReader) void
toString() String
Game
getRules() GameRules
getBoard() Board
getStorage() Storage
getCurrentPlayer() Player
getGodPool() List<String>
getState() GameState
SetGodPool(Player, List<String>) void
SetGod(Player, String) void
PlaceWorker(Player, int, int) void
Move(Player, int, int, int, int) void
Build(Player, int, int, int, int, int) void
EndTurn(Player, boolean) Player
computeAvailableActions(Player) Pair<List<MoveCommandMessage>, List<BuildCommandMessage>>
getWorkersOf(Player) List<Worker>
addPlayerTurnUpdateListener(PlayerTurnUpdateListener) void
removePlayerTurnUpdateListener(PlayerTurnUpdateListener) void
notifyPlayerTurnUpdate(PlayerTurnUpdateMessage) void
onRegisterForPlayerTurnUpdate(PlayerTurnUpdateListener) void
addPlayerLoseEventListener(PlayerLoseEventListener) void
removePlayerLoseEventListener(PlayerLoseEventListener) void
notifyPlayerLoseEvent(PlayerLoseEventMessage) void
addEndGameEventListener(EndGameEventListener) void
removeEndGameEventListener(EndGameEventListener) void
notifyEndGameEvent(EndGameEventMessage) void
addPlayerChoseGodEventListener(PlayerChoseGodEventListener) void
removePlayerChoseGodEventListener(PlayerChoseGodEventListener) void
notifyPlayerChoseGodEvent(PlayerChoseGodEventMessage) void


Actions
beginTurn() void
canMove() boolean
mustMove() boolean
validMove(Worker, Tile) boolean
doMove(Worker, Tile) boolean
canBuild() boolean
mustBuild() boolean
validBuild(Worker, Tile, int) boolean
doBuild(Worker, Tile, int) void
getLastMove() Pair<Tile, Tile>
getLastBuild() Tile
getHasMoved() boolean
getHasBuilt() boolean
onLose() void
hasLost() boolean
canUseThisWorkerNow(Worker) boolean
1
1
1
ActionsDecorator
beginTurn() void
canMove() boolean
mustMove() boolean
validMove(Worker, Tile) boolean
doMove(Worker, Tile) boolean
canBuild() boolean
mustBuild() boolean
validBuild(Worker, Tile, int) boolean
doBuild(Worker, Tile, int) void
getLastMove() Pair<Tile, Tile>
getLastBuild() Tile
getHasMoved() boolean
getHasBuilt() boolean
onLose() void
hasLost() boolean
canUseThisWorkerNow(Worker) boolean
BaseActions
beginTurn() void
canMove() boolean
mustMove() boolean
validMove(Worker, Tile) boolean
doMove(Worker, Tile) boolean
canBuild() boolean
mustBuild() boolean
validBuild(Worker, Tile, int) boolean
doBuild(Worker, Tile, int) void
getLastMove() Pair<Tile, Tile>
getLastBuild() Tile
getHasMoved() boolean
getHasBuilt() boolean
onLose() void
hasLost() boolean
canUseThisWorkerNow(Worker) boolean
GodInfo
getName() String
getDescription() String
equals(Object) boolean
hashCode() int
1
EnemyActionsDecorator
getEnemy() Actions
«create»
«create»
«create»
GodFactory
makeActions(List<String>) List<Actions>
getGodNames() List<String>
getGodInfo() List<GodInfo>
godInfosFor(List<String>) List<GodInfo>
godInfoFor(String) GodInfo
loadJsonOrExit() void
loadJson(InputStream) void
loadJson() void
decorateWithClassName(String, Actions) Actions
decorateEnemyWithClassName(String, Actions, Actions) Actions
Package Decorators
«create»