Quoridor2D

Relazione progetto OOP

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June 12, 2020

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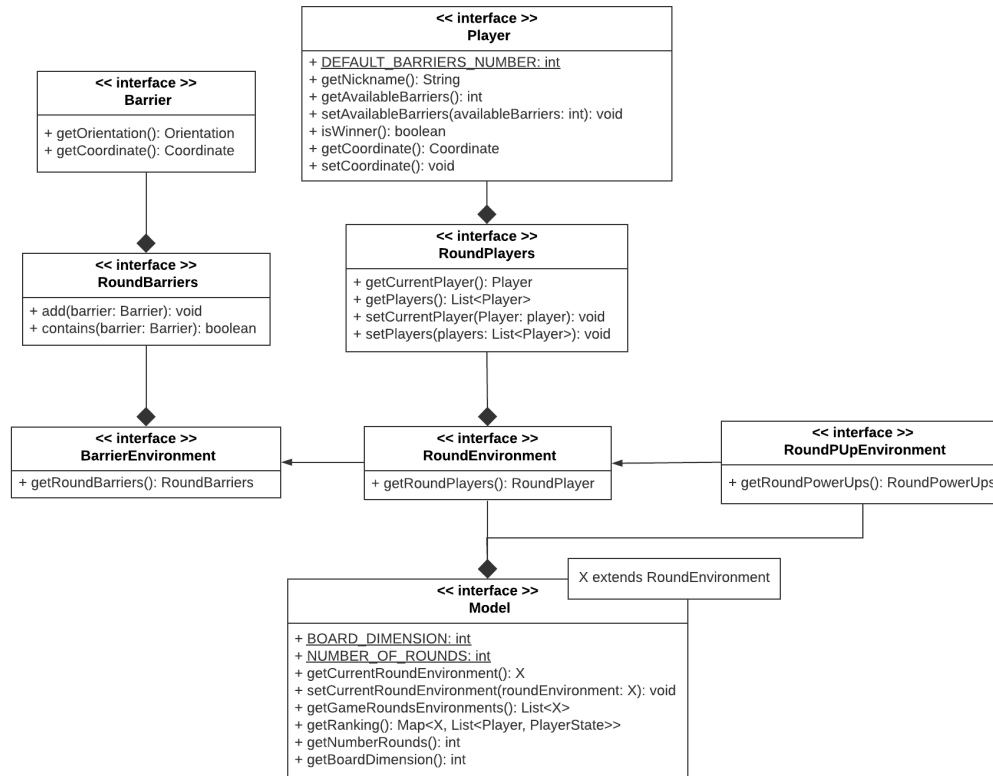# 1 Model

<< interface >>
Player

+ DEFAULT_BARRIERS_NUMBER: int
+ getNickname(): String
+ getAvailableBarriers(): int
+ setAvailableBarriers(availableBarriers: int): void
+ isWinner(): boolean
+ getCoordinate(): Coordinate
+ setCoordinate(): void

<< interface >>
Barrier

+ getOrientation(): Orientation
+ getCoordinate(): Coordinate

<< interface >>
RoundBarriers

+ add(barrier: Barrier): void
+ contains(barrier: Barrier): boolean

<< interface >>
RoundPlayers

+ getCurrentPlayer(): Player
+ getPlayers(): List<Player>
+ setCurrentPlayer(Player: player): void
+ setPlayers(players: List<Player>): void

<< interface >>
BarrierEnvironment

+ getRoundBarriers(): RoundBarriers

<< interface >>
RoundEnvironment

+ getRoundPlayers(): RoundPlayer

<< interface >>
RoundPUpEnvironment

+ getRoundPowerUps(): RoundPowerUps

X extends RoundEnvironment

<< interface >>
Model

+ BOARD_DIMENSION: int
+ NUMBER_OF_ROUNDS: int
+ getCurrentRoundEnvironment(): X
+ setCurrentRoundEnvironment(roundEnvironment: X): void
+ getGameRoundsEnvironments(): List<X>
+ getRanking(): Map<X, List<Player, PlayerState>>
+ getNumberRounds(): int
+ getBoardDimension(): int

Figure 1: Model's UML