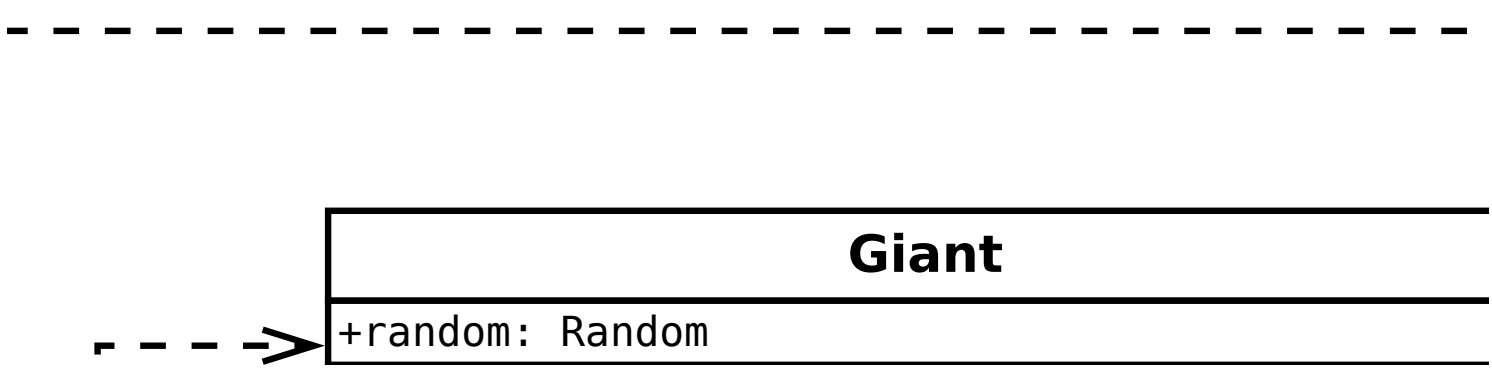
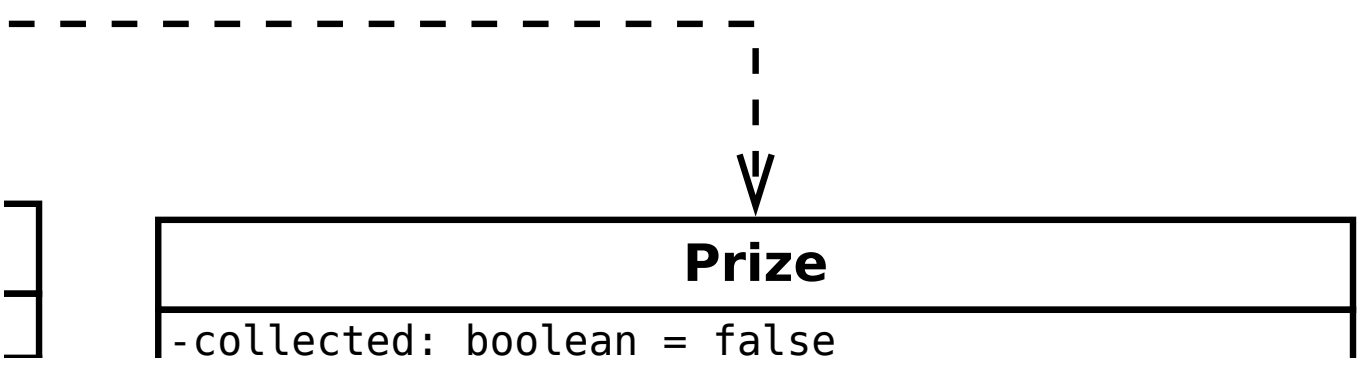
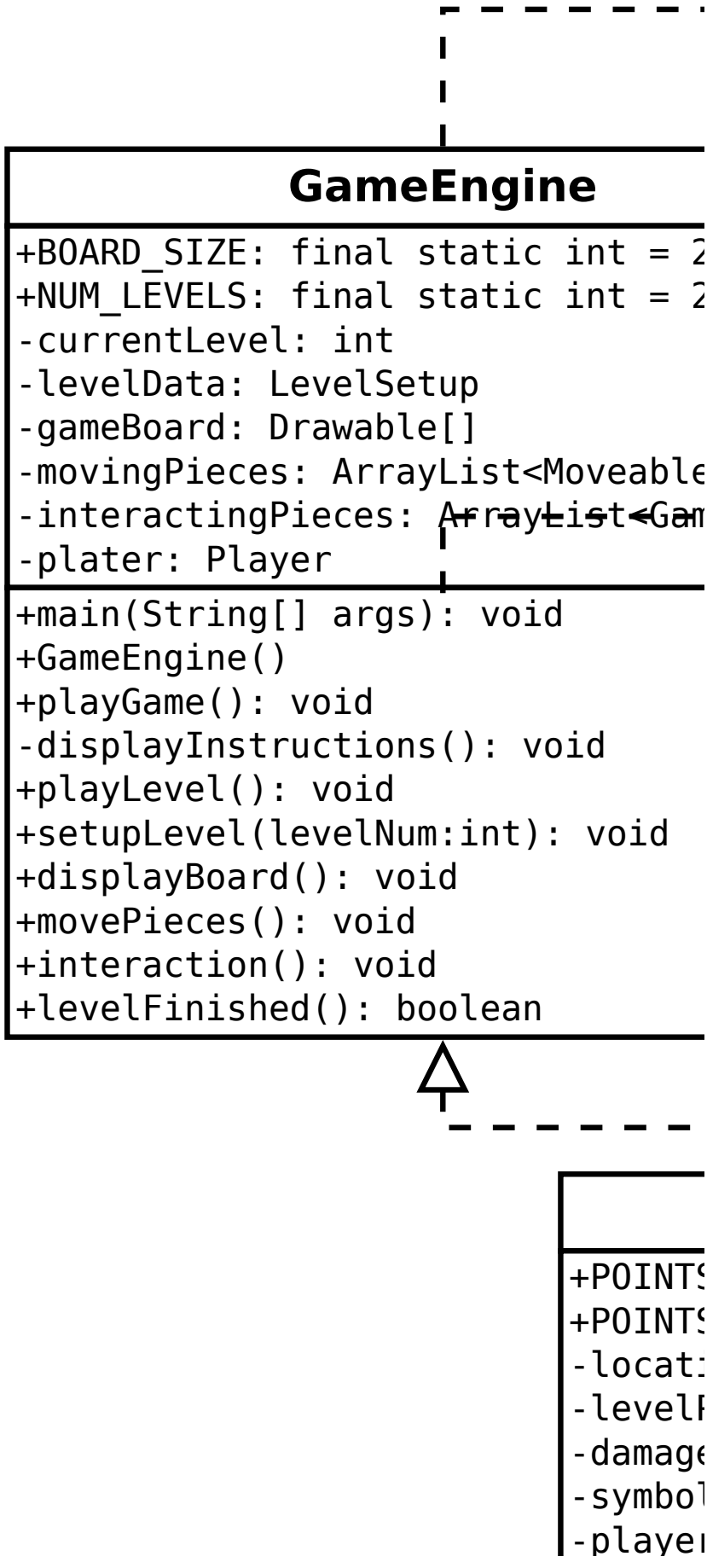
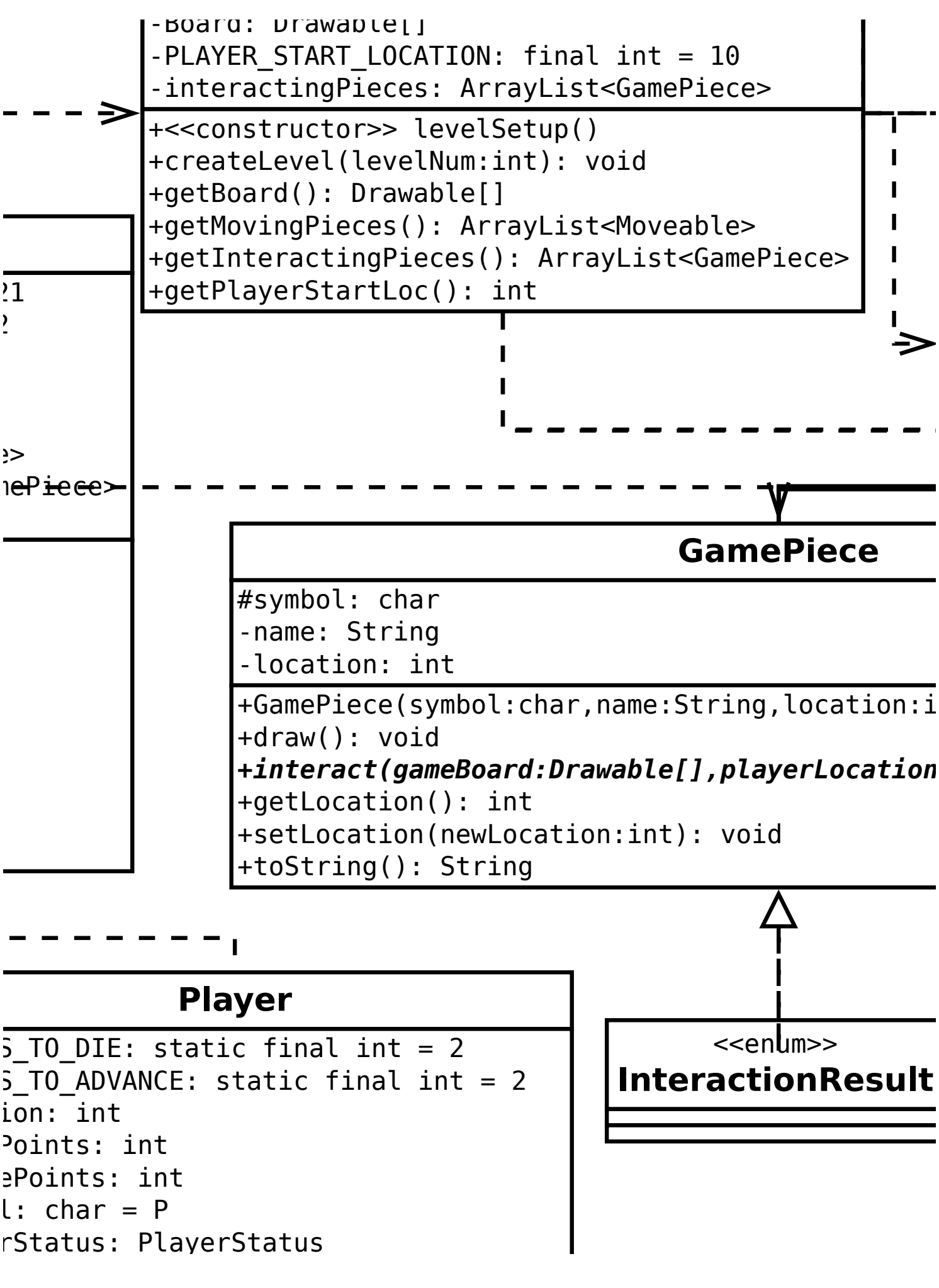
KerPlop
Alejandro Martinez Gonzale
Ryan Rumana

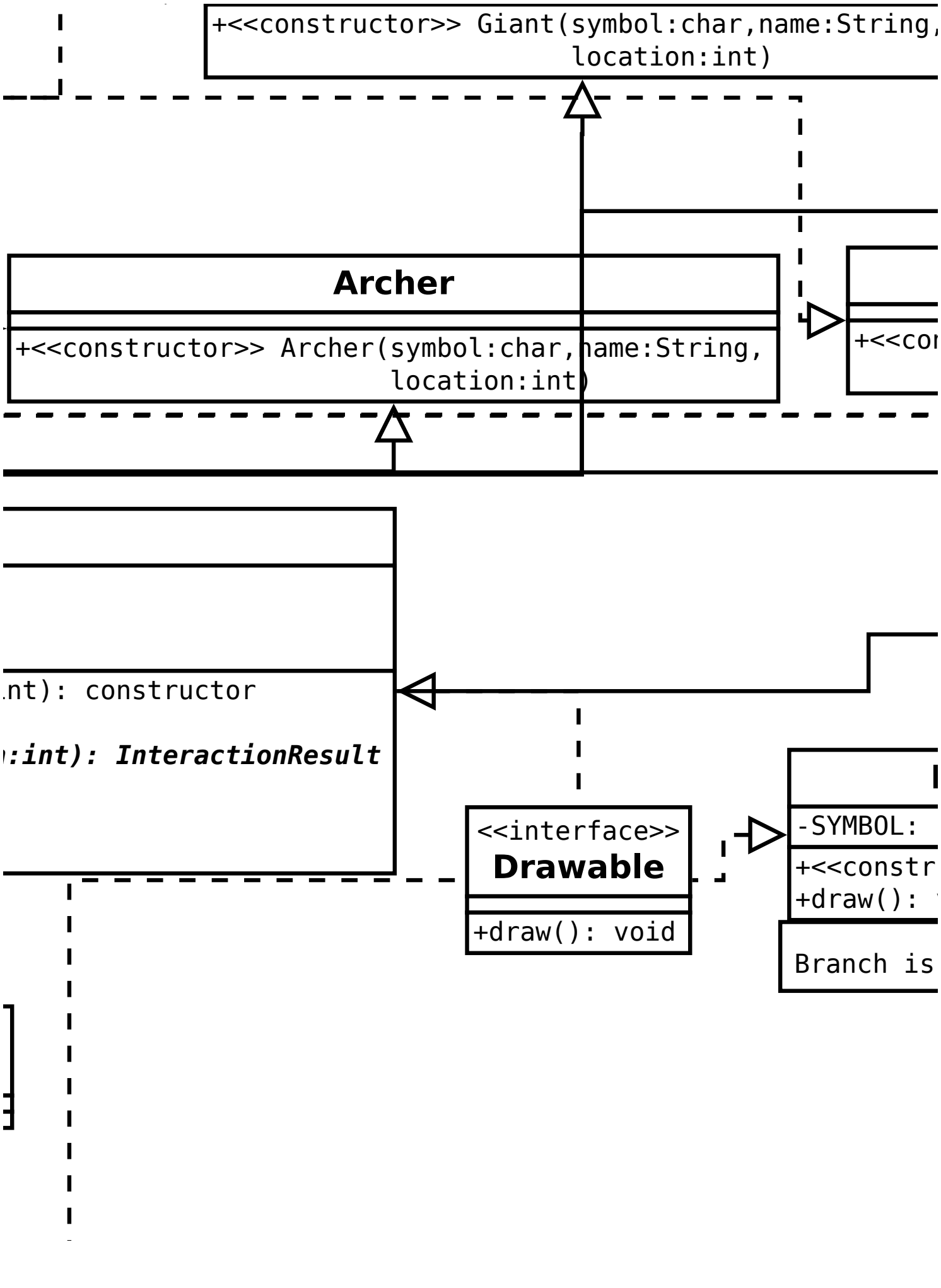
ez
LevelSetup
-movingPieces: ArrayList<Moveable>

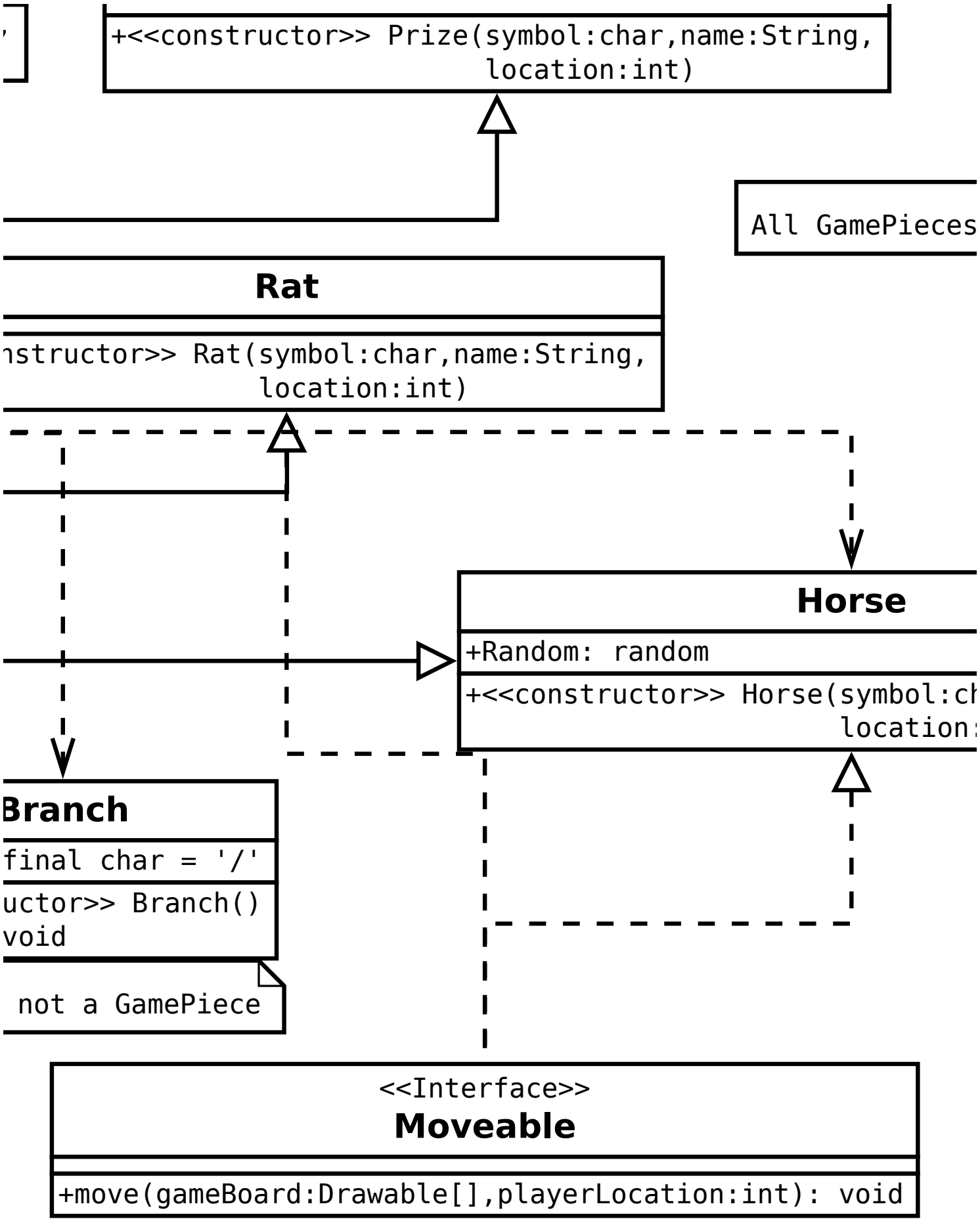

Giant
+random: Random

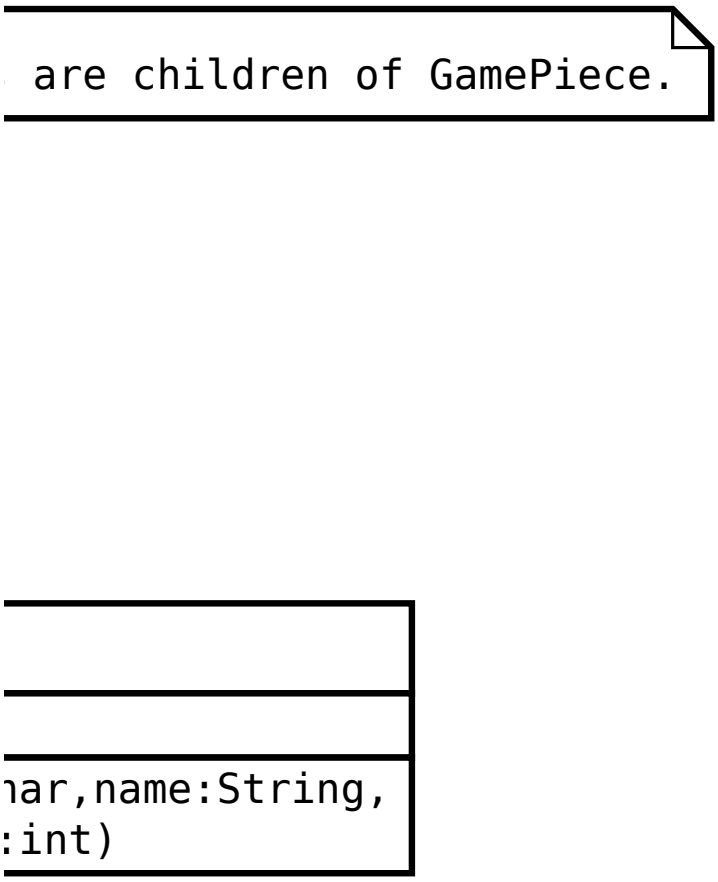

Prize
-collected: boolean = false


GameEngine
+BOARD_SIZE: final static int = 2
+NUM_LEVELS: final static int = 2
-currentLevel: int
-levelData: LevelSetup
-gameBoard: Drawable[]
-movingPieces: ArrayList<Moveable
-interactingPieces: ArrayList<Gam
-plater: Player
+main(String[] args): void
+GameEngine()
+playGame(): void
-displayInstructions(): void
+playLevel(): void
+setupLevel(levelNum:int): void
+displayBoard(): void
+movePieces(): void
+interaction(): void
+levelFinished(): boolean
+POINTS
+POINTS
-locati
-levelI
-damage
-symbol
-player


-Board: Drawable[]
-PLAYER_START_LOCATION: final int = 10
-interactingPieces: ArrayList<GamePiece>
+<<constructor>> levelSetup()
+createLevel(levelNum:int): void
+getBoard(): Drawable[]
+getMovingPieces(): ArrayList<Moveable>
+getInteractingPieces(): ArrayList<GamePiece>
+getPlayerStartLoc(): int
GamePiece
#symbol: char
-name: String
-location: int
+GamePiece(symbol:char,name:String,location:i
+draw(): void
+interact(gameBoard:Drawable[],playerLocation
+getLocation(): int
+setLocation(newLocation:int): void
+toString(): String
Player
<<enum>>
InteractionResult


+<<constructor>> Giant(symbol:char,name:String,
location:int)
Archer
+<<constructor>> Archer(symbol:char,name:String,
location:int)
+<<co
nt): constructor
):int): InteractionResult
<<interface>>
Drawable
+draw(): void
-SYMBOL:
+<<constr
+draw():
Branch is


+<<constructor>> Prize(symbol:char,name:String,
location:int)
All GamePieces
Rat
nstructor>> Rat(symbol:char,name:String,
location:int)
Horse
+Random: random
+<<constructor>> Horse(symbol:ch
location:
Branch
final char = '/'
uctor>> Branch()
void
not a GamePiece
<<Interface>>
Moveable
+move(gameBoard:Drawable[],playerLocation:int): void


are children of GamePiece.
har,name:String,
:int)