Updated Sprint 2's Class Diagram for Sprint 3
Extensions planned to be implemented in Sprint 3: - Timer for both players - Human Value Extension : Tutorial - New God Card: Triton
Legend:
NEW class for Sprint 3 >>
Class
New or Modified Relationship / Cardinalities
association
composition
dependency
It's colored so we can differentiate the changes made from sprint 2
Existing Class Updated with new methods/attributes
+ example_attr
- example_method(): None
Notes (will get removed in final ver)
Notes/brief explanation about the modified/new class
Since there are extra win conditions introduced (TIMER WIN), WinConditionStrategy (abstract class) was created
WinConditionStrategy
Composite Win Condition that allows combination of multiple win strategy.
TimerWinCondition
StandardWinCondition
CompositeWinCondition
When time runs out = lose
WinConditionChecker
GamePhaseManager
GameInputHandler
To handle user input such as worker selection, tile clicking, action execution
Board
Sequence
TurnManager
Game
SantoriniApp
Plan to change the app class (more OOP based)
Validator
ActionResult
GodCardFactory
GodCardDeck
Action
To handle post action execution
GodCard
MoveAction
BuildAction
TritonMoveAction
ArtemisMoveAction
DemeterBuildAction
Artemis
Triton
Demeter
Position
Tile
Player
Worker
TimerManager
PlayerTimer
Idea of Tutorial Extension for Human Value: Helpful (In progress)
TutorialStep
SelectWorkerStep
MoveWorkerStep
MoveToTrapStep
MoveToLevel3Step
IntroductionStep
BuildStep
CompletionStep
TutorialObserver
TutorialManager
GameMode
TutorialGameMode
StandardGameMode
Building
Block
Dome