+ main(args : string[]) **Hunting Gui** + MAX MOVES MULTIPLIER : int - boardPanel : JPanel - boardSize : int - boardSizeSelector : JComboBox<string> - cells : JButton[][] - frame : JFrame - fugitive : Player - hunters : Player[] + fugitiveTurn : bool + moveCount : int + handleCellClick(x:int, y:int) + initializeBoard() + isFugitiveSurrounded(): bool + moveCharacter(player : Player, x : int, y : int) + moveFugitive(x:int, y:int): bool + moveHunter(x:int, y:int):bool + placeCharacters() + showWinner(winner : string) + chooseHunter(hunters : List<Player>, targetX : int, targetY : int) : Player -hunters -fugitive **Player** - x : int - y : int + Player(x : int, y : int) Hunter **Fugitive** + getX(): int + Hunter(x:int, y:int) + getY(): int + Fugitive(x:int, y:int) + setPosition(x:int, y:int)

Hunting