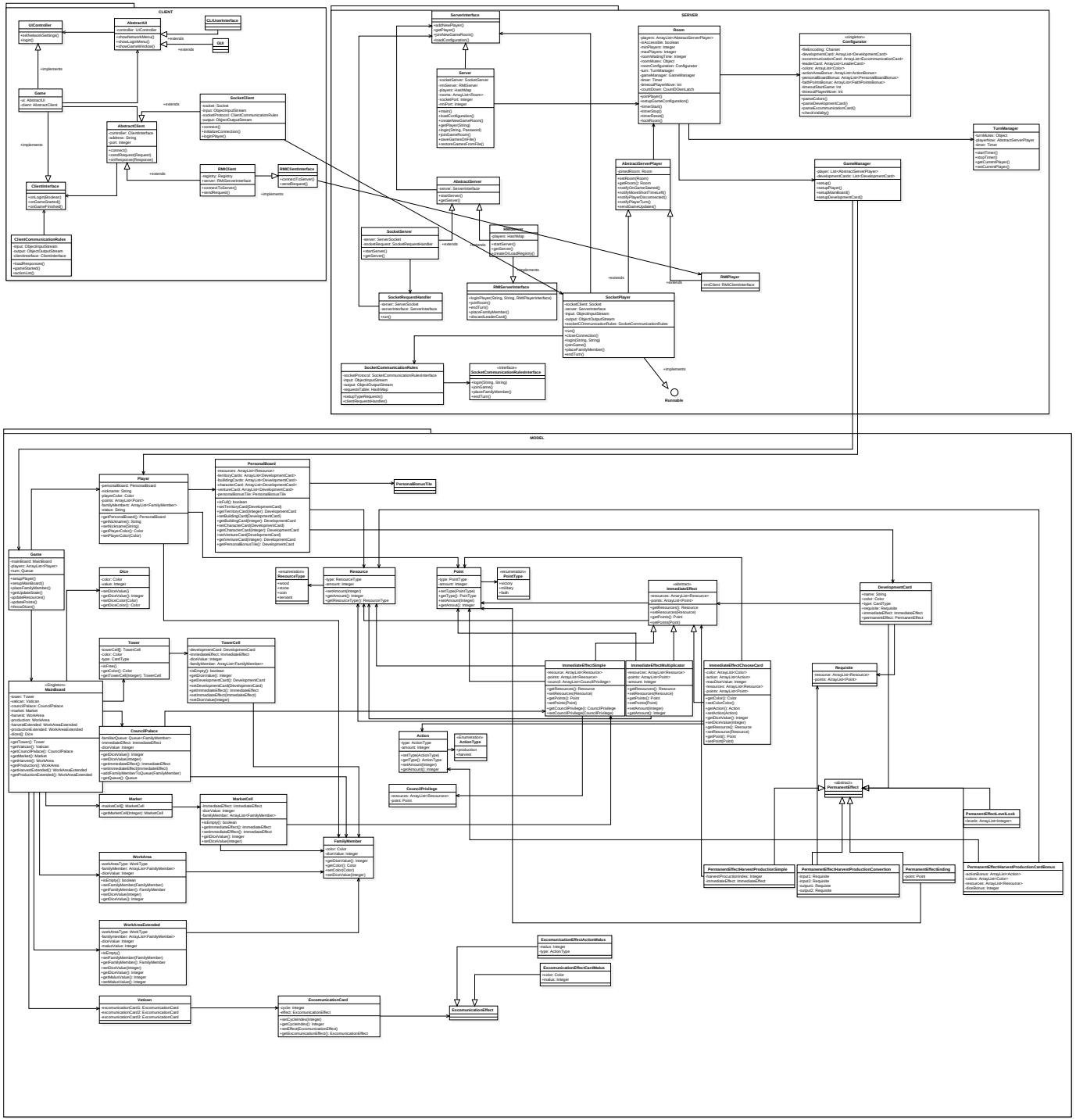
Model::Main


CLIENT
UIController
+setNetworkSettings()
+login()
AbstractUI
-controller: UIController
+showCommandMenu()
+showLoginMenu()
+showGameMenu()
CLIUserInterface
Gui
+extends
+implements
Game
-ui: AbstractUI
-client: AbstractClient
SocketClient
-socket: Socket
-input: ObjectInputStream
-socketProtocol: ClientCommunicationRules
-output: ObjectOutputStream
+connect()
+initializeConnection()
+loginPlayer()
AbstractClient
-controller: ClientInterface
-address: String
-port: Integer
+connect()
+sendRequest(Request)
+onResponse(Response)
ClientInterface
+setLogin(Boolean)
+onGameStarted()
+onGameFinished()
RMIClient
-registry: Registry
-server: RMIServerInterface
+connectToServer()
+sendRequest()
RMIClientInterface
+connectToServer()
+sendRequest()
ClientCommunicationRules
-input: ObjectInputStream
-output: ObjectOutputStream
-clientInterface: ClientInterface
+handResponse()
+gameStarted()
+setGoals()
SERVER
ServerInterface
+addPlayer()
+getPlayer()
+joinNewGameRoom()
+loadConfiguration()
Server
-socketServer: SocketServer
-rmiServer: RMIServer
-players: HashMap
-rooms: ArrayList<Room>
-socketPort: Integer
-rmiPort: Integer
+main()
+loadConfiguration()
+createNewGameRoom()
+getPlayer(String)
+getPlayer(String,Password)
+joinGameRoom()
+saveGameOnFile()
+restoreGameFromFile()
Room
-players: ArrayList<AbstractServerPlayer>
-roomID: Integer
-maxPlayers: Integer
-minPlayers: Integer
-roomWaitingTime: Integer
-roomMutex: Object
-roomConfiguration: Configurator
-turn: TurnManager
-gameManager: GameManager
-timer: Timer
-timeoutPlayerMove: Int
-countDown: CountDownLatch
+joinPlayer()
+setupGameConfiguration()
+timerStart()
+timerStop()
+timerReset()
+lockRoom()
<singleton>
Configurator
-fileEncoding: Charset
-developmentCard: ArrayList<DevelopmentCard>
-excommunicationCard: ArrayList<ExcommunicationCard>
-personalBoard: ArrayList<PersonalBoard>
-colors: ArrayList<Color>
-actionAreaBonus: ArrayList<ActionBonus>
-personalBoardBonus: ArrayList<PersonalBoardBonus>
-faithPointsBonus: ArrayList<FaithPointsBonus>
-timeoutStartGame: Int
-timeoutPlayerMove: Int
+parseCubes()
+parseDevelopmentCard()
+parseExcommunicationCard()
+checkInstalling()
TurnManager
-turnMutex: Object
-playerNow: AbstractServerPlayer
-timer: Timer
+startTimer()
+stopTimer()
+getCurrentPlayer()
+setCurrentPlayer()
AbstractServer
-server: ServerInterface
+startServer()
+getServer()
AbstractServerPlayer
-roomRoom: Room
+setRoom(Room)
+getRoom(): Room
+notifyOtherGameStarted()
+notifyMaxeShortTimeLeft()
+notifyPlayerDisconnected()
+notifyPlayerTurn()
+sendGameUpdate()
GameManager
-player: List<AbstractServerPlayer>
-developmentCards: List<DevelopmentCard>
+setup()
+setupPlayer()
+setupMainBoard()
+setupDevelopmentCard()
SocketServer
-server: ServerSocket
-socketRequest: SocketRequestHandler
+startServer()
+getServer()
RMIServer
-players: HashMap
+startServer()
+getServer()
+createOrLocalRegistry()
RMIServerInterface
+loginPlayer(String, String, RMIPlayerInterface)
+joinRoom()
+endTurn()
+placeFamilyMember()
+discardLeaderCard()
RMIPlayer
-rmiClient: RMIClientInterface
SocketRequestHandler
-server: ServerSocket
-serverInterface: ServerInterface
+run()
SocketPlayer
-socketClient: Socket
-server: ServerInterface
-input: ObjectInputStream
-output: ObjectOutputStream
-socketCommunicationRules: SocketCommunicationRules
+run()
+closeConnection()
+login(String, String)
+joinGame()
+placeFamilyMember()
+endTurn()
SocketCommunicationRules
-socketProtocol: SocketCommunicationRuleInterface
-input: ObjectInputStream
-output: ObjectOutputStream
-requestTable: HashMap
+readTypeRequests()
+closeRequestHandler()
<interface>
SocketCommunicationRuleInterface
+loginString, String)
+joinGame()
+placeFamilyMember()
+endTurn()
Runnable
MODEL
Player
-personalBoard: PersonalBoard
-nickname: String
-playerColor: Color
-points: ArrayList<Point>
-familyMembers: ArrayList<FamilyMember>
-status: String
+getPersonalBoard(): PersonalBoard
+getNickname(): String
+setNickname(String)
+getPlayerColor(): Color
+setPlayerColor(Color)
PersonalBoard
-resources: ArrayList<Resource>
-territoryCards: ArrayList<DevelopmentCard>
-buildingCards: ArrayList<DevelopmentCard>
-characterCard: ArrayList<DevelopmentCard>
-ventureCard: ArrayList<DevelopmentCard>
-personalBonusTile: PersonalBonusTile
+isFull(): boolean
+setTerritoryCard(DevelopmentCard)
+getTerritoryCard(Integer): DevelopmentCard
+setBuildingCard(DevelopmentCard)
+getBuildingCard(Integer): DevelopmentCard
+setCharacterCard(DevelopmentCard)
+getCharacterCard(Integer): DevelopmentCard
+setVentureCard(DevelopmentCard)
+getVentureCard(Integer): DevelopmentCard
+getPersonalBonusTile(): DevelopmentCard
PersonalBonusTile
Game
-mainBoard: MainBoard
-players: ArrayList<Player>
-turn: Queue
+setupPlayer()
+setupMainBoard()
+placeFamilyMember()
+getUpdateState()
+updateResources()
+updatePoints()
+throwDices()
Dice
-color: Color
-value: Integer
+setDiceValue()
+getDiceValue(): Integer
+getDiceColor(Color)
+getDiceColor(): Color
<enumeration>
ResourceType
+wood
+stone
+coin
+servant
Resource
-type: ResourceType
-amount: Integer
+setAmount(Integer)
+getAmount(): Integer
+getResourceType(): ResourceType
Point
-type: PointType
-amount: Integer
+setTypePointType)
+getType(): PointType
+setAmount(Integer)
+getAmount(): Integer
<enumeration>
PointType
+victory
+military
+faith
<abstract>
ImmediateEffect
-resources: ArrayList<Resource>
-points: ArrayList<Point>
+getResources(): Resource
+setResources(Resource)
+getPoints(): Point
+setPoints(Point)
DevelopmentCard
-name: String
-color: Color
-type: CardType
-requisite: Requisite
-immediateEffect: ImmediateEffect
-permanentEffect: PermanentEffect
Tower
-towerCell: TowerCell
-color: Color
-type: CardType
+isFree()
+getColor(): Color
+getTowerCell(Integer): TowerCell
TowerCell
-developmentCard: DevelopmentCard
-immediateEffect: ImmediateEffect
-diceValue: Integer
-familyMember: ArrayList<FamilyMember>
+isEmpty(): boolean
+getDiceValue(): Integer
+getDevelopmentCard(): DevelopmentCard
+setDevelopmentCard(DevelopmentCard)
+getImmediateEffect(): ImmediateEffect
+setImmediateEffect(ImmediateEffect)
+setDiceValue(Integer)
ImmediateEffectSimple
-resource: ArrayList<Resource>
-points: ArrayList<Point>
-council: ArrayList<CouncilPrivilege>
+getResources(): Resource
+setResources(Resource)
+getPoints(): Point
+setPoints(Point)
+getCouncilPrivilege(): CouncilPrivilege
+setCouncilPrivilege(CouncilPrivilege)
ImmediateEffectMultiplicator
-resources: ArrayList<Resource>
-points: ArrayList<Point>
-amount: Integer
+getResources(): Resource
+setResources(Resource)
+getPoints(): Point
+setPoints(Point)
+setAmount(Integer)
+getAmount(): Integer
ImmediateEffectChooseCard
-color: ArrayList<Color>
-points: ArrayList<Point>
-diceValue: Integer
-resources: ArrayList<Resource>
-points: ArrayList<Point>
+getColor(): Color
+setColor(Color)
+getAction(): Action
+setAction(Action)
+getDiceValue(): Integer
+setDiceValue(Integer)
+getResource(): Resource
+setResource(Resource)
+getPoint(): Point
+setPoint(Point)
Requisite
-resource: ArrayList<Resource>
-points: ArrayList<Point>
<singleton>
MainBoard
-tower: Tower
-vatican: Vatican
-councilPalace: CouncilPalace
-market: Market
-harvest: WorkArea
-production: WorkArea
-harvestExtended: WorkAreaExtended
-productionExtended: WorkAreaExtended
-diceg: Dice
+getTower(): Tower
+getVatican(): Vatican
+getCouncilPalace(): CouncilPalace
+getMarket(): Market
+getHarvest(): WorkArea
+getProduction(): WorkArea
+getHarvestExtended(): WorkAreaExtended
+getProductionExtended(): WorkAreaExtended
CouncilPalace
-familiarQueue: Queue<FamilyMember>
-immediateEffect: ImmediateEffect
-diceValue: Integer
+getDiceValue(): Integer
+setDiceValue(Integer)
+setImmediateEffect(): ImmediateEffect
+setImmediateEffect(ImmediateEffect)
+addFamilyMemberToQueue(FamilyMember)
+getQueue(): Queue
Action
-type: ActionType
-amount: Integer
+setType(ActionType)
+getType(): ActionType
+setAmount(Integer)
+getAmount(): Integer
<Enumeration>
ActionType
+production
+harvest
CouncilPrivilege
-resources: ArrayList<Resource>
-point: Point
<abstract>
PermanentEffect
PermanentEffectLeveLLock
-levels: ArrayList<Integer>
Market
-marketCell: MarketCell
+getMarketCell(Integer): MarketCell
MarketCell
-immediateEffect: ImmediateEffect
-diceValue: Integer
-familyMember: ArrayList<FamilyMember>
+isEmpty(): boolean
+getImmediateEffect(): ImmediateEffect
+setImmediateEffect(): ImmediateEffect
+getDiceValue(): Integer
+setDiceValue(Integer)
FamilyMember
-color: Color
-diceValue: Integer
+getDiceValue(): Integer
+getColor(): Color
+setColor(Color)
+setDiceValue(Integer)
WorkArea
-workAreaType: WorkType
-familyMember: ArrayList<FamilyMember>
-diceValue: Integer
+isEmpty(): boolean
+setFamilyMember(FamilyMember)
+getFamilyMember(): FamilyMember
+setDiceValue(Integer)
+getDiceValue(): Integer
PermanentEffectHarvestProductionSimple
-harvestProductionIndex: Integer
-immediateEffect: ImmediateEffect
PermanentEffectHarvestProductionConvertion
-input1: Requisite
-input2: Requisite
-output1: Requisite
-output2: Requisite
PermanentEffectSinding
-point: Point
PermanentEffectHarvestProductionCardBonus
-actionBonus: ArrayList<Action>
-colors: ArrayList<Color>
-resources: ArrayList<Resource>
-diceBonus: Integer
WorkAreaExtended
-workAreaType: WorkType
-familyMember: ArrayList<FamilyMember>
-diceValue: Integer
-statusValue: Integer
+isEmpty()
+setFamilyMember(FamilyMember)
+getFamilyMember(): FamilyMember
+setDiceValue(Integer)
+getDiceValue(): Integer
+getStatusValue(): Integer
+setStatusValue(): Integer
Vatican
-excommunicationCard1: ExcommunicationCard
-excommunicationCard2: ExcommunicationCard
-excommunicationCard3: ExcommunicationCard
ExcommunicationCard
-cycle: Integer
-effect: ExcommunicationEffect
+setCycleIndex(Integer)
+getCycleIndex(): Integer
+setEffect(ExcommunicationEffect)
+getExcommunicationEffect(): ExcommunicationEffect
ExcommunicationEffect
ExcommunicationEffectActionMalus
-malus: Integer
-type: ActionType
ExcommunicationEffectCardMalus
-color: Color
-malus: Integer