5CCS2SEG 18~19 000001 Software Engineering Group Project
Design

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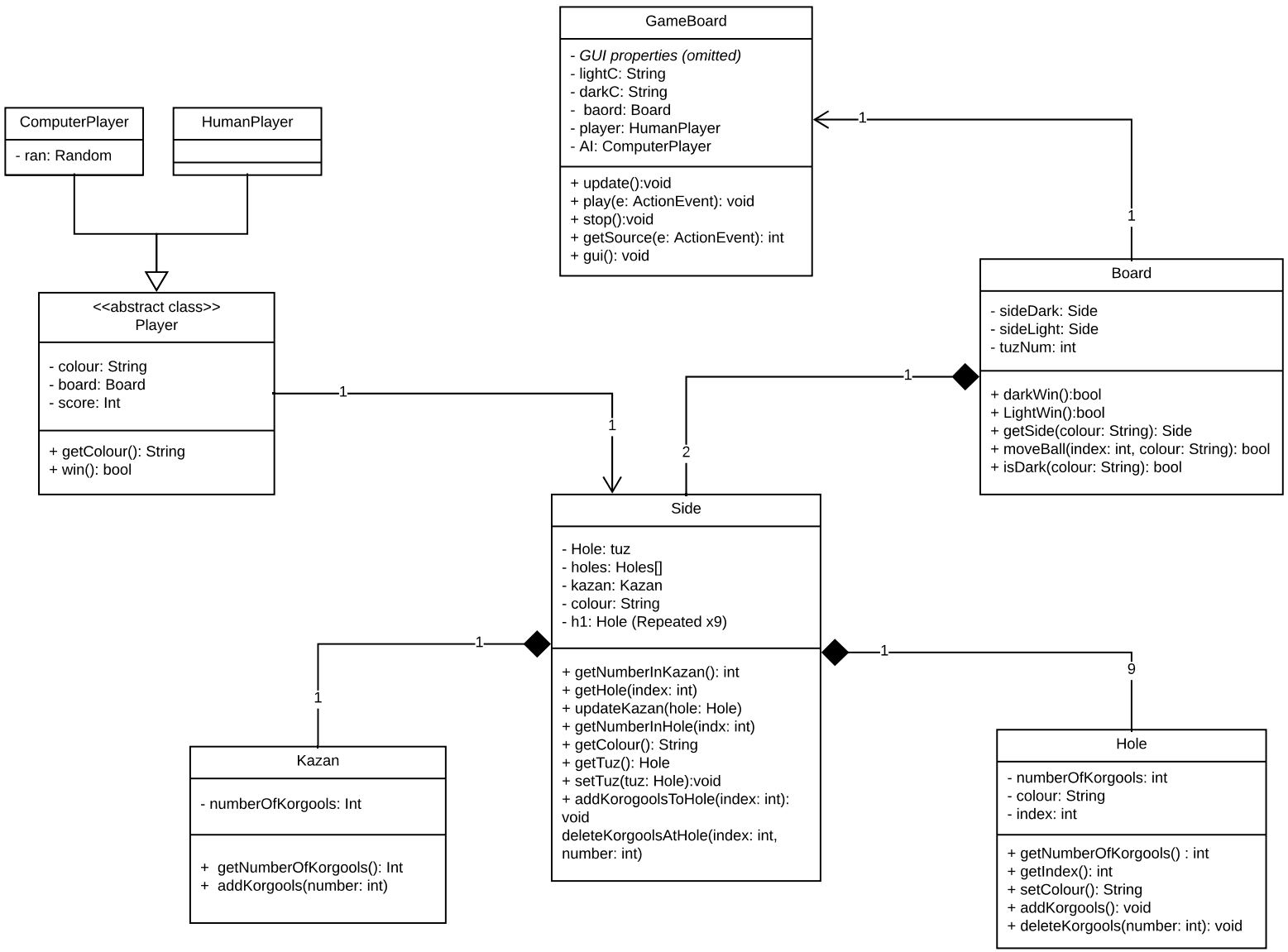
This program implements a single player version of Toguz Korgool that aims to help players practice the game

# Toguz Korgool Class Diagram



# 1 Description of Classes

- Game Board

The gameboard creates and initialises an interactive two-tone board consisting of two players: a human player and a computer player. It also, provides functionality to buttons which when clicked upon carries out a move, by updating the holes.

- Board

The board class consisting of two sides one light and one dark, controls the running and termination of the game. It contains methods that implement the rules of the game such as how to carry out a move and how to win

- Player

Class Player is an abstract superclass that contains all common attributes and behaviours of a player.

- Human Player

A simple model of a human player, which will have a colour, a board and have the ability to move.

- Computer Player

A simple model of a computer player, which will have a colour, a board and have the ability to move at random.

- Side

Side class creates and initialises all holes and kazans present on a board.

- Hole

The hole class contains all characteristics associated with a hole, these include number of korgools present, the colour of the hole and an index to identify the hole. Alongside these include accessor and mutator methods.

- Kazan

The kazan class contains all characteristics associated with a kazan, which includes a counter for the korgools present at any time.