

Market

- -ID:int
- -MarketTiles:MarketTiles-gb:Gameboard
- +checkValidResource(MarketTiles):return(Bool)

Gameboard

- +setResource(MarketTiles)
- +getResource():return(MarketTiles)

-current player:Int

-players:int

-free:bool = false

+Gameboard()

+getLair():int

+getResource()

+gainResource()

+looseResource()

-marketTrade:bool = false

-ghost moveable:bool = false

-dice rolled:bool = false

+setResourceDisplay()

+IconImageScaler()

+getPlayer():Player

+getPlayer(int):Player

+setMarketTrade(bool)

+getMarketTrade():markettrade

<<interface>>

Resource Mover

+marketTrade()

<<enumeration>> MarketTiles

CUTLASS
WOOD
MOLASSES
GOLD
GOATS

Tiles

-tiles:int = 10 -gb:GameBoard

+Tiles(gb) +buyTile()

Player

- -ID:int
- -lairs:int = 2
- -tiles:int
 -wood,cutlass,gold,mollasses,
 goats:int = 20
- +getID():Int +gainLair()
- +loseLair()
- +IOSELai
- +getLair() +getResource()
- +gainResource(resource,amount)
- +looseResource(resource,amount)
- +gainTiles()
- +getTiles():Int

ResourceBank

- -wood:int -gold:int
- -gold:int -goat:int
- -cutlass:int
- -molasses:int
- +getResource()
- +gainResource()
- +looseResource()

LairtoShip

-lair_ship[][]:int = [32][3]

+LairToShip()

ShipToLair

-ship_lair[][]:int [40][2]

+ShipToLair()

StartingLairs

-start[][]:int = [32][4]

+startingLairs()

<<interface>>
ActionListener

(Observer)