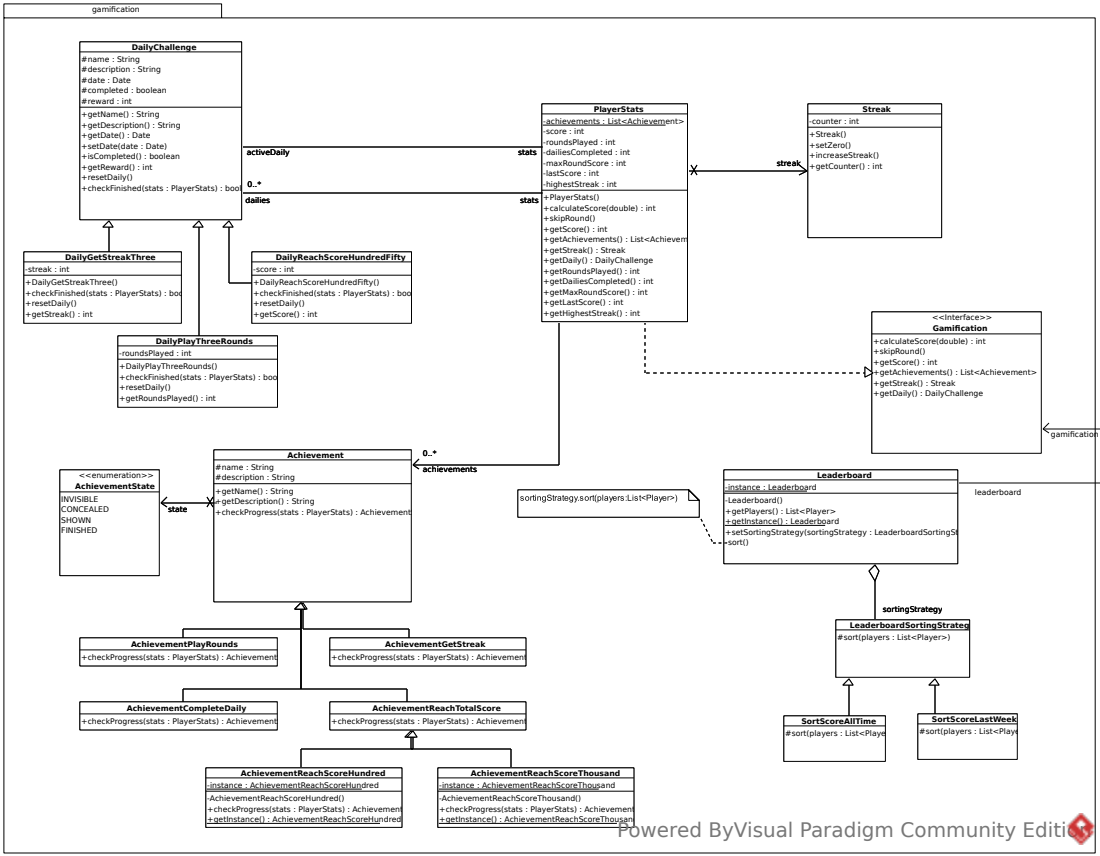
gamification
DailyChallenge
#name : String
#description : String
#date : Date
#completed : boolean
#reward : int
+getName() : String
+getDescription() : String
+getDate() : Date
+setDate(date : Date)
+isCompleted() : boolean
+getReward() : int
+resetDaily()
+checkFinished(stats : PlayerStats) : boo
activeDaily
stats
0..*
dailies
stats
PlayerStats
-achievements : List<Achievement>
-score : int
-roundsPlayed : int
-dailiesCompleted : int
-maxRoundScore : int
-lastScore : int
-highestStreak : int
+PlayerStats()
+calculateScore(double) : int
+skipRound()
+getScore() : int
+getAchievements() : List<Achievem
+getStreak() : Streak
+getDaily() : DailyChallenge
+getRoundsPlayed() : int
+getDailiesCompleted() : int
+getMaxRoundScore() : int
+getLastScore() : int
+getHighestStreak() : int
streak
Streak
-counter : int
+Streak()
+setZero()
+increaseStreak()
+getCounter() : int
DailyGetStreakThree
-streak : int
+DailyGetStreakThree()
+checkFinished(stats : PlayerStats) : boo
+resetDaily()
+getStreak() : int
DailyReachScoreHundredFifty
-score : int
+DailyReachScoreHundredFifty()
+checkFinished(stats : PlayerStats) : boo
+resetDaily()
+getScore() : int
DailyPlayThreeRounds
-roundsPlayed : int
+DailyPlayThreeRounds()
+checkFinished(stats : PlayerStats) : boo
+resetDaily()
+getRoundsPlayed() : int
<<Interface>>
GamIfication
+calculateScore(double) : int
+skipRound()
+getScore() : int
+getAchievements() : List<Achievement>
+getStreak() : Streak
+getDaily() : DailyChallenge
gamification
0..*
achievements
Achievement
#name : String
#description : String
+getName() : String
+getDescription() : String
+checkProgress(stats : PlayerStats) : Achievement
<<enumeration>>
AchievementState
INVISIBLE
CONCEALED
SHOWN
FINISHED
state
sortingStrategy.sort(players:List<Player>)
Leaderboard
-instance : Leaderboard
-Leaderboard()
+getPlayers() : List<Player>
+getInstance() : Leaderboard
+setSortingStrategy(sortingStrategy : LeaderboardSortingS
+sort()
leaderboard
sortingStrategy
LeaderboardSortingStrateg
#sort(players : List<Player>)
AchievementPlayRounds
+checkProgress(stats : PlayerStats) : Achievement
AchievementGetStreak
+checkProgress(stats : PlayerStats) : Achievement
AchievementCompleteDaily
+checkProgress(stats : PlayerStats) : Achievement
AchievementReachTotalScore
+checkProgress(stats : PlayerStats) : Achievement
SortScoreAllTime
#sort(players : List<Playe
SortScoreLastWeek
#sort(players : List<Playe
AchievementReachScoreHundred
-instance : AchievementReachScoreHundred
-AchievementReachScoreHundred()
+checkProgress(stats : PlayerStats) : Achievement
+getInstance() : AchievementReachScoreHundred
AchievementReachScoreThousand
-instance : AchievementReachScoreThousand
-AchievementReachScoreThousand()
+checkProgress(stats : PlayerStats) : Achievement
+getInstance() : AchievementReachScoreThousand
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