

# Use Case Summary

Version •



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Oliver

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CREATED WITH



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## Model

*Package in package "*

Model  
Version Phase 1.0 Proposed  
Oliver created on 2017. 11. 22.. Last modified 2017. 11. 22.

## Use Case Model

*Package in package 'Model'*

Use Case Model  
Version Phase 1.0 Proposed  
Szabi created on 2017. 02. 21.. Last modified 2017. 02. 21.

## Actors

*Package in package 'Use Case Model'*

Actors  
Version 1.0 Phase 1.0 Proposed  
Szabi created on 2017. 02. 21.. Last modified 2017. 02. 21.

## Actors diagram

*Use Case diagram in package 'Actors'*

Actors  
Version 1.0  
Oliver created on 2017. 02. 21.. Last modified 2017. 03. 23.

Figure 1: Actors

## Player 1

*Actor in package 'Actors'*

Player 1  
Version 1.0 Phase 1.0 Mandatory  
Oliver created on 2017. 02. 21.. Last modified 2017. 03. 23.

## Player 2

*Actor in package 'Actors'*

Player 2

Version 1.0 Phase 1.0 Mandatory

Oliver created on 2017. 03. 22.. Last modified 2017. 03. 23.

## Player 3

*Actor in package 'Actors'*

Player 3

Version 1.0 Phase 1.0 Mandatory

Oliver created on 2017. 03. 22.. Last modified 2017. 03. 23.

## Player 4

*Actor in package 'Actors'*

Player 4

Version 1.0 Phase 1.0 Mandatory

Oliver created on 2017. 03. 22.. Last modified 2017. 03. 23.

## Application Start-up, Run and Shutdown

Package in package 'Use Case Model'

Application Start-up, Run and Shutdown  
Version 1.0 Phase 1.0 Proposed  
Szabó Dávid created on 2017. 02. 22.. Last modified 2017. 03. 28.

### Application Start-up and Shutdown Use Cases diagram

Use Case diagram in package 'Application Start-up, Run and Shutdown'

Application Start-up and Shutdown Use Cases  
Version 1.0  
Szabó Dávid created on 2017. 02. 22.. Last modified 2017. 03. 28.

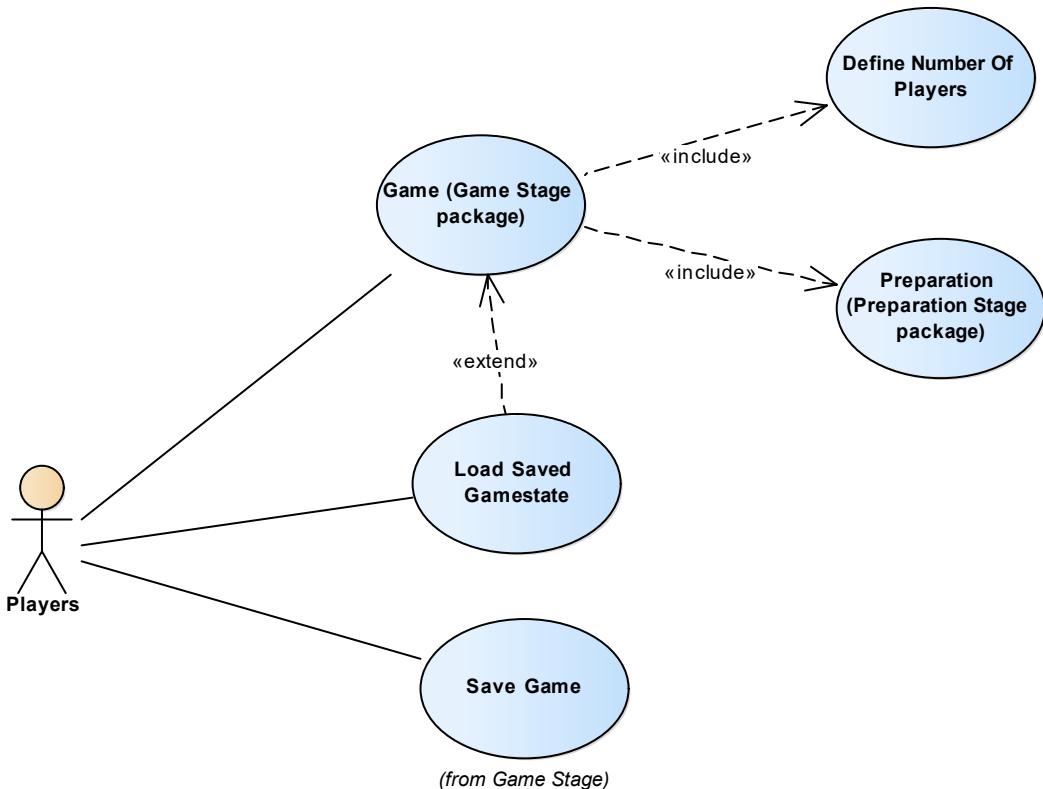


Figure 2: Application Start-up and Shutdown Use Cases

### Players

Actor in package 'Application Start-up, Run and Shutdown'

Players  
Version 1.0 Phase 1.0 Proposed  
Szabó Dávid created on 2017. 02. 22.. Last modified 2017. 03. 28.

### Define Number Of Players

UseCase in package 'Application Start-up, Run and Shutdown'

A jatek kezdete elott az also jatekosnak meg kell hataroznia, hogy osszesen hany jatekosnal kezdodjon el a jatek.

Define Number Of Players  
Version 1.0 Phase 1.0 Proposed  
Szabó Dávid created on 2017. 02. 22.. Last modified 2017. 03. 28.

## **Game (Game Stage package)**

*UseCase in package 'Application Start-up, Run and Shutdown'*

A jatekosok egymás utan kovetkeznek. minden jatekos a saját koreben eloszor elhelyezi az új egysegeket, utána dönthet, hogy akar-e tamadni. Korenek vegen atcsoporthat egy teruletrol egysegeket egy másik teruletre.

Game (Game Stage package)  
Version 1.0 Phase 1.0 Proposed  
Szabó Dávid created on 2017. 02. 22.. Last modified 2017. 03. 28.

## **Load Saved Gamestate**

*UseCase in package 'Application Start-up, Run and Shutdown'*

Load Saved Gamestate  
Version 1.0 Phase 1.0 Proposed  
Szabó Dávid created on 2017. 02. 22.. Last modified 2017. 03. 28.

## **Preparation (Preparation Stage package)**

*UseCase in package 'Application Start-up, Run and Shutdown'*

A jatekosok egymás utan elhelyezik a kezdeti egysegeket a teruleteken.

Preparation (Preparation Stage package)  
Version 1.0 Phase 1.0 Proposed  
Szabó Dávid created on 2017. 02. 22.. Last modified 2017. 03. 28.

## Game Stage

Package in package 'Use Case Model'

Game Stage  
Version 1.0 Phase 1.0 Proposed  
Szabó Dávid created on 2017. 02. 22.. Last modified 2017. 03. 28.

## Game Stage Use Cases diagram

Use Case diagram in package 'Game Stage'

Game Stage Use Cases  
Version 1.0  
Szabi created on 2017. 02. 21.. Last modified 2017. 03. 28.

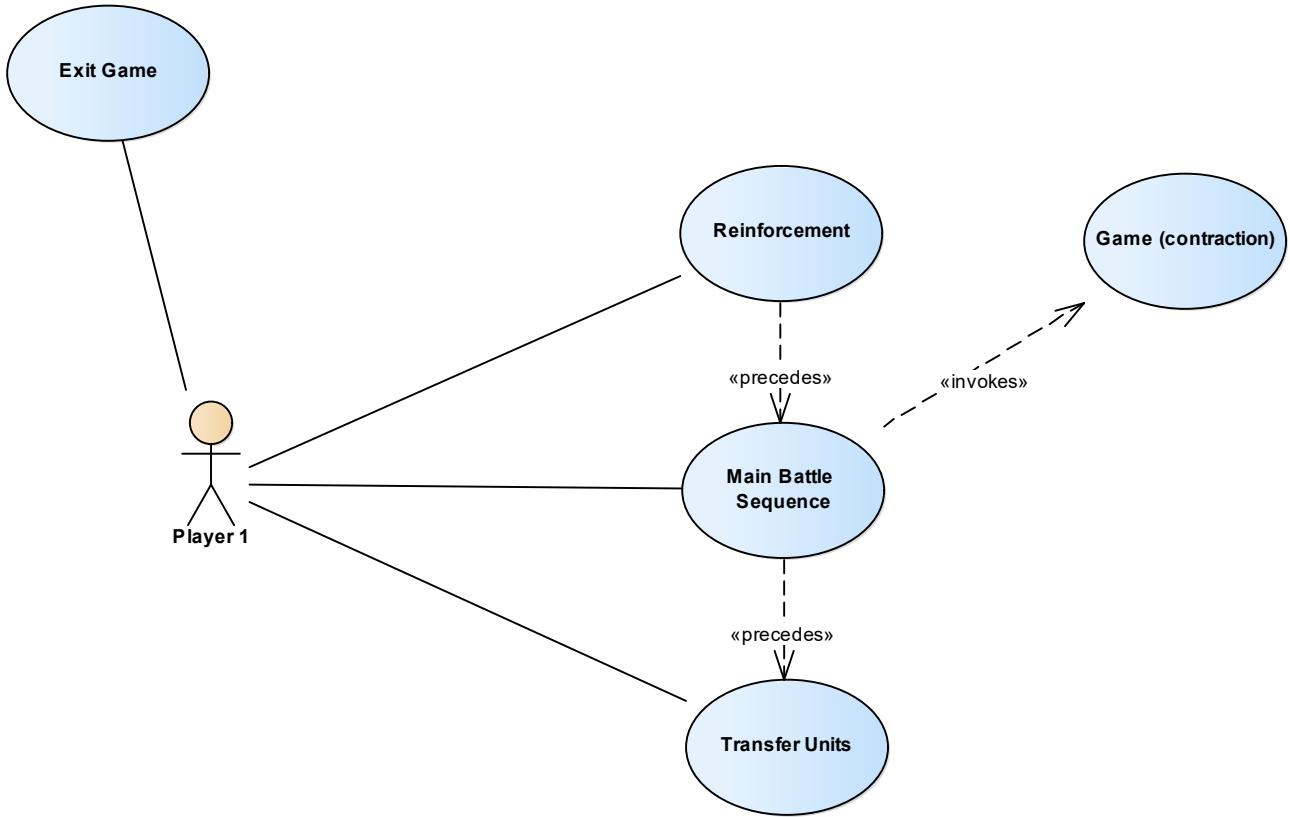


Figure 3: Game Stage Use Cases

## 3 Card Exchange/Using/TradeIn

UseCase in package 'Game Stage'

3 Card Exchange/Using/TradeIn  
Version 1.0 Phase 1.0 Mandatory  
Szabi created on 2017. 04. 04.. Last modified 2017. 04. 04.

## Exit Game

UseCase in package 'Game Stage'

Aktualis jatekbol valo kilepes. Egy felugro pop-up megkerdezi a jatekost, hogy ki szeretne-e lejni. Amennyiben itt az igen gombra kattint, a program megkerdezi, hogy menteni szeretne-e az aktualis jatekallast. Amennyiben az igen gombra kattint, abban az esetben a program elmenti a jatekallast. Amennyiben a fenti ket eset kozul barmelyiknel is "nem"-re kattint, abban az esetben a jatekbol kilep.

Exit Game  
Version 1.0 Phase 1.0 Proposed  
Szabó Dávid created on 2017. 02. 22.. Last modified 2017. 03. 28.

## **Game (contraction)**

*UseCase in package 'Game Stage'*

A tamado 1, 2 vagy 3 egyseggel tamad, a vedekezo 1 vagy 2 egyseggel vedekezik.

Annyi kockaval dobunk ahany egyseg harcol. A ket fel legnagyobb dobasait paronkent osszehasonlitjuk.

Minden osszehasonlitasnal, ha a vedekezo legalabb akkorat dobott mint a tamado akkor a tamado veszit egy egységet.

Game (contraction)  
Version 1.0 Phase 1.0 Proposed  
Szabi created on 2017. 02. 21.. Last modified 2017. 03. 28.

## **Main Battle Sequence**

*UseCase in package 'Game Stage'*

A jatekos a sajat teruleteirol szomszedos teruleteket tamadhat.

Megjeloli:

- Tamadast indito terulet
- Tamadott terulet
- Tamado egysegek szama (1, 2 vagy 3. Legalabb 1 egysegnek maradnia kell a tamado teruleten)

Main Battle Sequence  
Version 1.0 Phase 1.0 Proposed  
Szabi created on 2017. 02. 21.. Last modified 2017. 03. 28.

## **Reinforcement**

*UseCase in package 'Game Stage'*

A jatekos a fordulo kezdeten erositest kerhet

- A birtokolt terulet harmada alapjan
- Minimum 3
- Extra szabalyok..

Reinforcement  
Version 1.0 Phase 1.0 Mandatory  
Szabi created on 2017. 02. 21.. Last modified 2017. 03. 28.

## **Save Game**

*UseCase in package 'Game Stage'*

Aktualis jatekallas mentese

Save Game

## Transfer Units

*UseCase in package 'Game Stage'*

Egy teruletrol szomszedos teruletekre rakhatja az egysegeket.  
Legalabb egy egysegnek lennie kell minden teruleten.

Transfer Units

Version 1.0 Phase 1.0 Mandatory

Szabi created on 2017. 02. 21.. Last modified 2017. 03. 28.

## Preparation Stage

Package in package 'Use Case Model'

Preparation Stage  
Version 1.0 Phase 1.0 Proposed  
Szabó Dávid created on 2017. 02. 22.. Last modified 2017. 03. 28.

### Preparation Stage Use Cases diagram

Use Case diagram in package 'Preparation Stage'

Preparation Stage Use Cases  
Version 1.0  
Szabó Dávid created on 2017. 02. 22.. Last modified 2017. 03. 28.

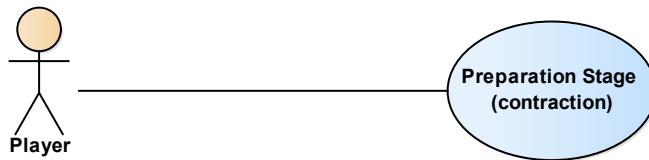


Figure 4: Preparation Stage Use Cases

## Player

Actor in package 'Preparation Stage'

Player  
Version 1.0 Phase 1.0 Proposed  
Szabó Dávid created on 2017. 02. 22.. Last modified 2017. 03. 28.

### Define The Starting Player

UseCase in package 'Preparation Stage'

A rendszer kiválasztja, hogy melyik játékos kezdheti elhelyezni az egysegeket.

Define The Starting Player  
Version 1.0 Phase 1.0 Proposed  
Szabó Dávid created on 2017. 02. 22.. Last modified 2017. 03. 28.

### Preparation Stage (contraction)

UseCase in package 'Preparation Stage'

A játékosok egyesével elhelyezik az összes kezdeti egyseget a szabad területekre.  
Eloszor egy területre csak egy egysetet lehet tenni. Ha már nincs több szabad terület akkor minden játékos csak a saját területeire tehet egysetet.

Preparation Stage (contraction)  
Version 1.0 Phase 1.0 Proposed  
Szabó Dávid created on 2017. 02. 22.. Last modified 2017. 03. 28.



## Primary Use Cases

Package in package 'Use Case Model'

Primary Use Cases

Version 1.0 Phase 1.0 Proposed

Szabi created on 2017. 02. 21.. Last modified 2017. 02. 21.

### Primary Use Cases diagram

Use Case diagram in package 'Primary Use Cases'

Primary Use Cases

Version 1.0

Oliver created on 2017. 02. 21.. Last modified 2017. 02. 21.

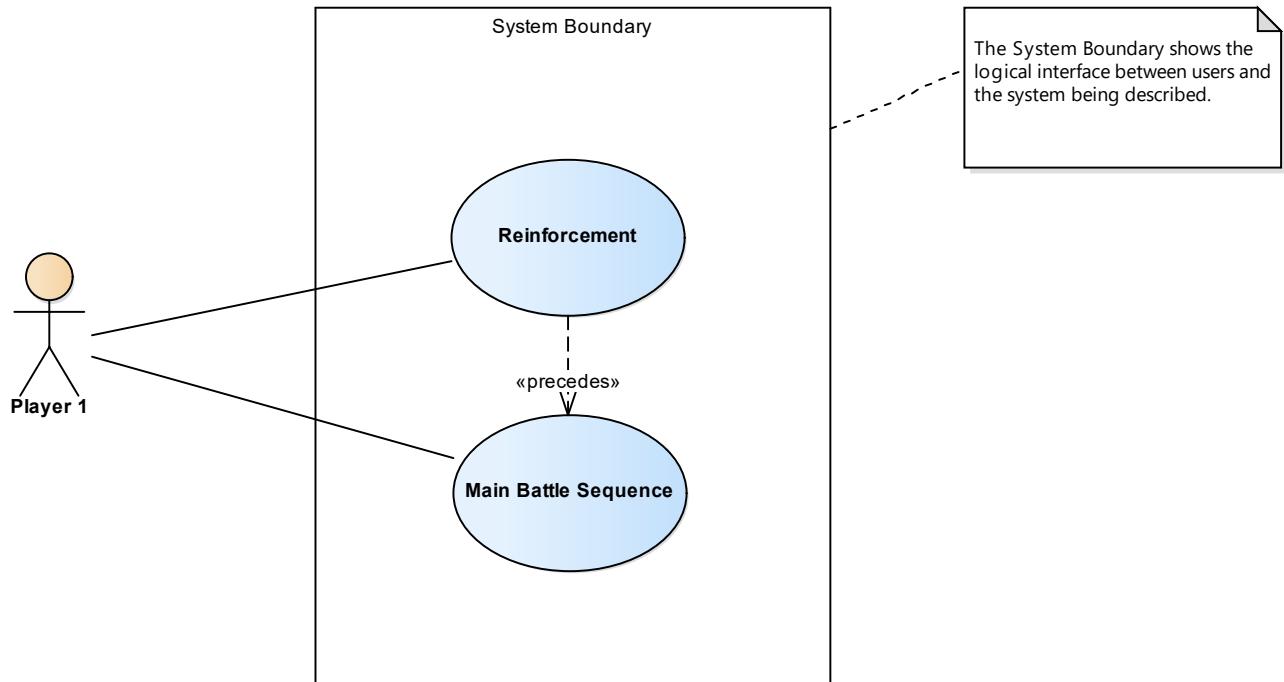


Figure 5: Primary Use Cases

## Dynamic View

Package in package 'Model'

Dynamic View  
Version Phase 1.0 Proposed  
Szabi created on 2017. 03. 07.. Last modified 2017. 03. 07.

## Application Start-up, Run and Shutdown

Package in package 'Dynamic View'

Application Start-up, Run and Shutdown  
Version 1.0 Phase 1.0 Proposed  
Oliver created on 2017. 03. 28.. Last modified 2017. 03. 28.

### Define number of players diagram

Interaction diagram in package 'Application Start-up, Run and Shutdown'

Define number of players  
Version 1.0  
fodorad created on 2017. 03. 22.. Last modified 2017. 09. 21.

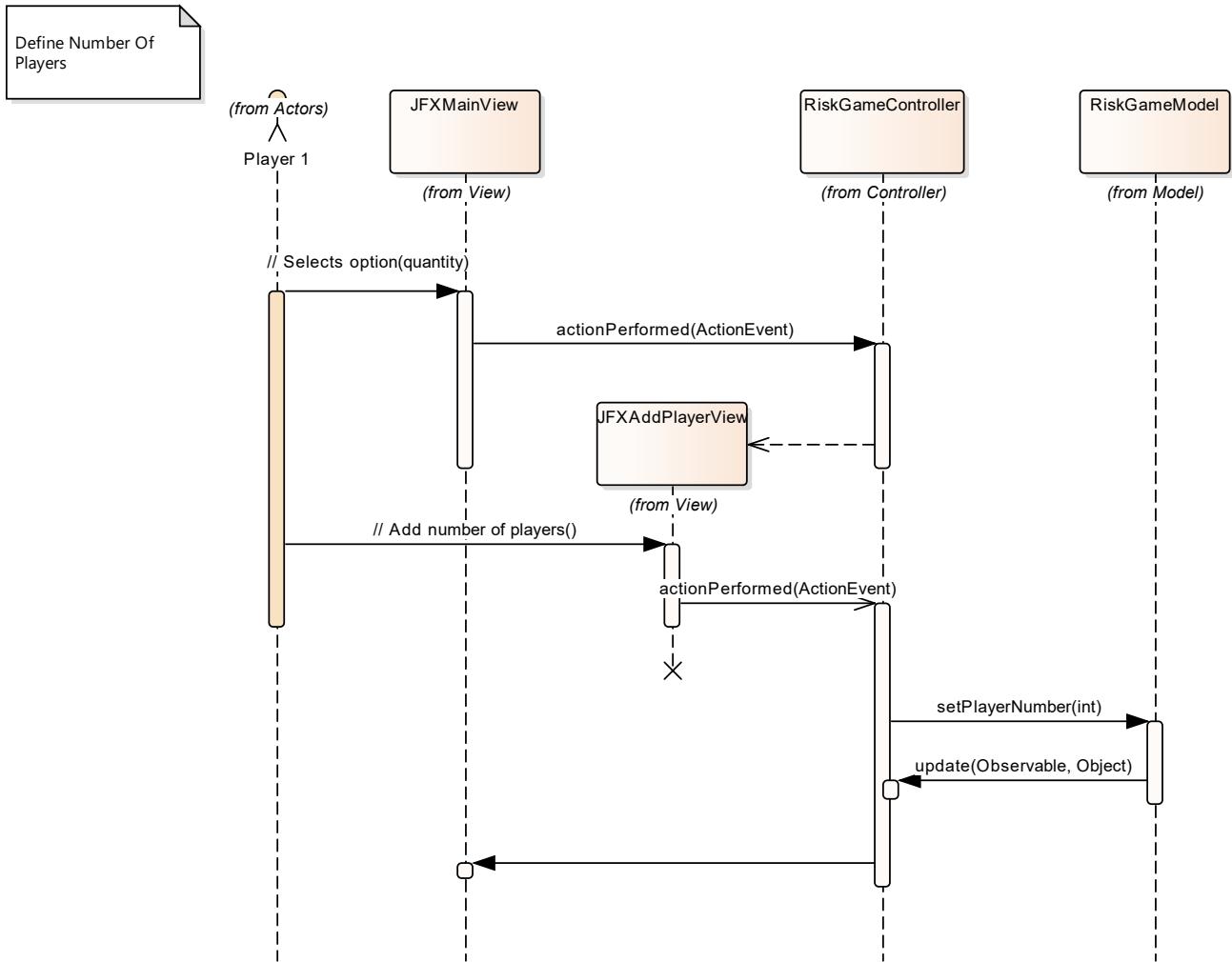


Figure 6: Define number of players

## **Game diagram**

*Interaction diagram in package 'Application Start-up, Run and Shutdown'*

Game

Version 1.0

Oliver created on 2017. 04. 19.. Last modified 2017. 04. 19.

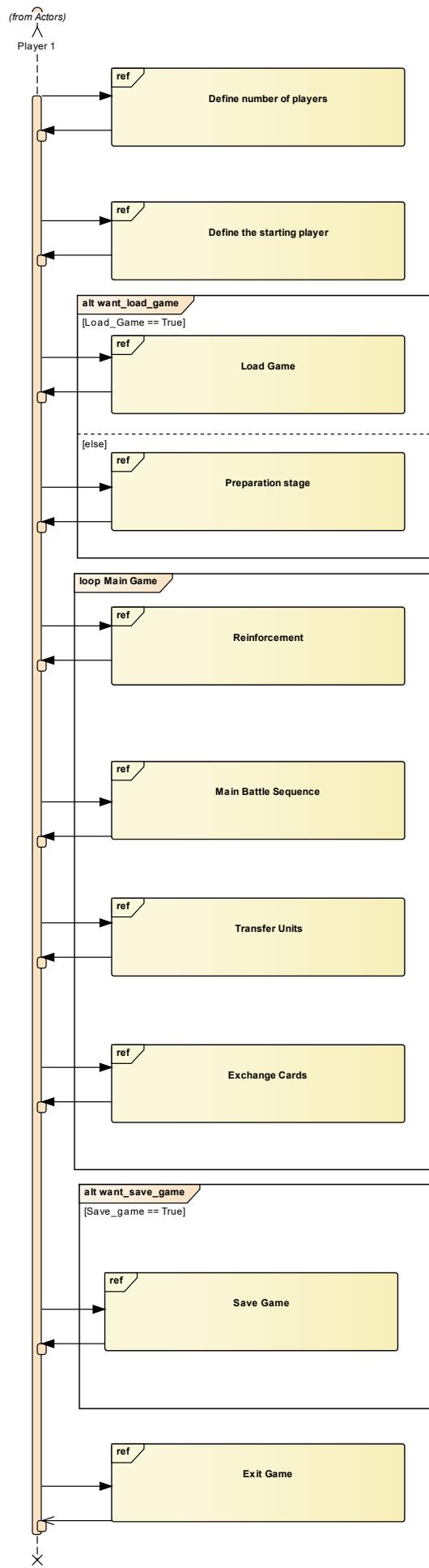


Figure 7: Game

## Load Game diagram

Interaction diagram in package 'Application Start-up, Run and Shutdown'

Load Game  
Version 1.0  
fodorad created on 2017. 03. 22.. Last modified 2017. 09. 21.

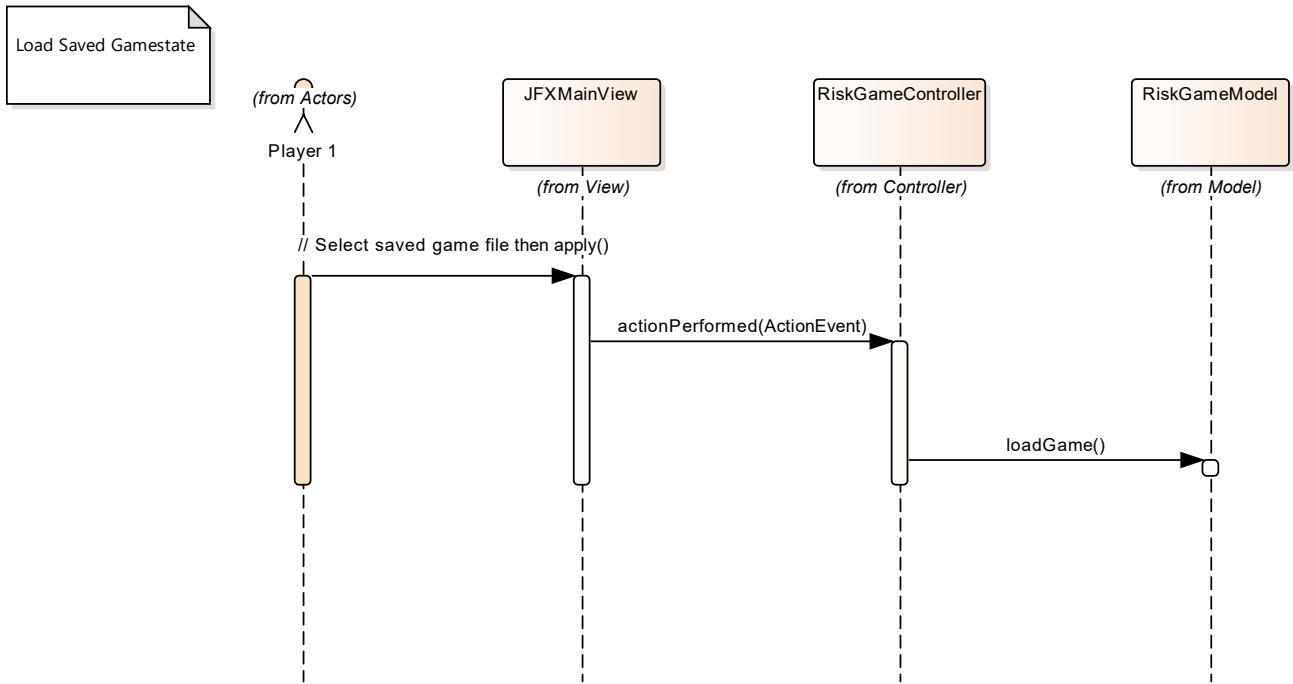


Figure 8: Load Game

## Check If Captured And Conquer

InteractionOccurrence in package 'Application Start-up, Run and Shutdown'

Check If Captured And Conquer  
Version 1.0 Phase 1.0 Proposed  
Oliver created on 2017. 04. 19.. Last modified 2017. 04. 19.

## Define number of players

InteractionOccurrence in package 'Application Start-up, Run and Shutdown'

Define number of players  
Version 1.0 Phase 1.0 Proposed  
Oliver created on 2017. 04. 19.. Last modified 2017. 04. 19.

## Define the starting player

*InteractionOccurrence in package 'Application Start-up, Run and Shutdown'*

Define the starting player

Version 1.0 Phase 1.0 Proposed

Oliver created on 2017. 04. 19.. Last modified 2017. 04. 19.

## **Exchange Cards**

*InteractionOccurrence in package 'Application Start-up, Run and Shutdown'*

Exchange Cards

Version 1.0 Phase 1.0 Proposed

Oliver created on 2017. 04. 19.. Last modified 2017. 04. 19.

## **Exit Game**

*InteractionOccurrence in package 'Application Start-up, Run and Shutdown'*

Exit Game

Version 1.0 Phase 1.0 Proposed

Oliver created on 2017. 04. 19.. Last modified 2017. 04. 19.

## **Load Game**

*InteractionOccurrence in package 'Application Start-up, Run and Shutdown'*

Load Game

Version 1.0 Phase 1.0 Proposed

Oliver created on 2017. 04. 19.. Last modified 2017. 04. 19.

## **Main Battle Sequence**

*InteractionOccurrence in package 'Application Start-up, Run and Shutdown'*

Main Battle Sequence

Version 1.0 Phase 1.0 Proposed

Oliver created on 2017. 04. 19.. Last modified 2017. 04. 19.

## **Main Game**

*InteractionFragment in package 'Application Start-up, Run and Shutdown'*

Main Game

Version 1.0 Phase 1.0 Proposed

Oliver created on 2017. 04. 19.. Last modified 2017. 04. 19.

## **Preparation stage**

*InteractionOccurrence in package 'Application Start-up, Run and Shutdown'*

Preparation stage

Version 1.0 Phase 1.0 Proposed

Oliver created on 2017. 04. 19.. Last modified 2017. 04. 19.

## **Reinforcement**

*InteractionOccurrence in package 'Application Start-up, Run and Shutdown'*

Reinforcement

Version 1.0 Phase 1.0 Proposed  
Oliver created on 2017. 04. 19.. Last modified 2017. 04. 19.

## **Save Game**

*InteractionOccurrence in package 'Application Start-up, Run and Shutdown'*

Save Game

Version 1.0 Phase 1.0 Proposed  
Oliver created on 2017. 04. 19.. Last modified 2017. 04. 19.

## **Transfer Units**

*InteractionOccurrence in package 'Application Start-up, Run and Shutdown'*

Transfer Units

Version 1.0 Phase 1.0 Proposed  
Oliver created on 2017. 04. 19.. Last modified 2017. 04. 19.

## **want\_load\_game**

*InteractionFragment in package 'Application Start-up, Run and Shutdown'*

want\_load\_game

Version 1.0 Phase 1.0 Proposed  
Oliver created on 2017. 04. 19.. Last modified 2017. 04. 19.

## **want\_save\_game**

*InteractionFragment in package 'Application Start-up, Run and Shutdown'*

want\_save\_game

Version 1.0 Phase 1.0 Proposed  
Oliver created on 2017. 04. 19.. Last modified 2017. 04. 19.

## Game Stage

Package in package 'Dynamic View'

Game Stage  
Version 1.0 Phase 1.0 Proposed  
Szabó Dávid created on 2017. 03. 22.. Last modified 2017. 03. 28.

## Check If Captured And Conquer diagram

Interaction diagram in package 'Game Stage'

Check If Captured And Conquer  
Version 1.0  
Szabi created on 2017. 03. 07.. Last modified 2017. 03. 28.

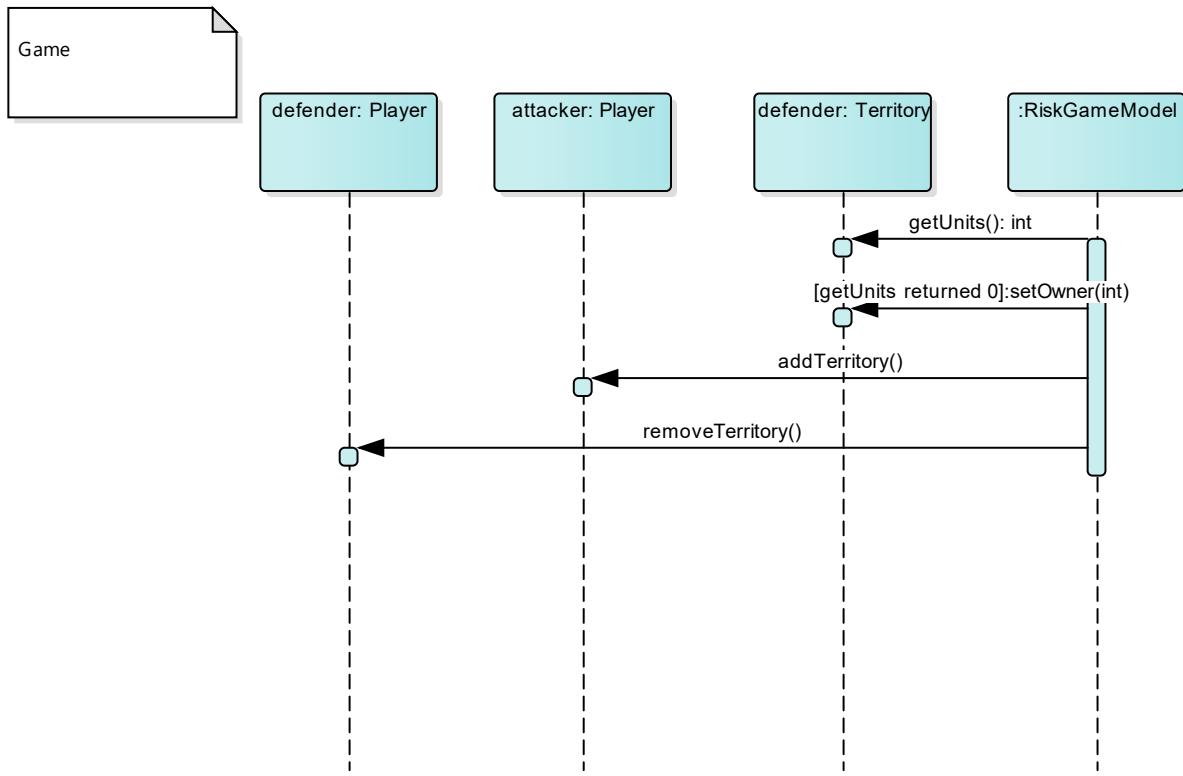


Figure 9: Check If Captured And Conquer

## Exchange Cards diagram

Interaction diagram in package 'Game Stage'

Exchange Cards  
Version 1.0  
Szabi created on 2017. 03. 29.. Last modified 2017. 09. 21.

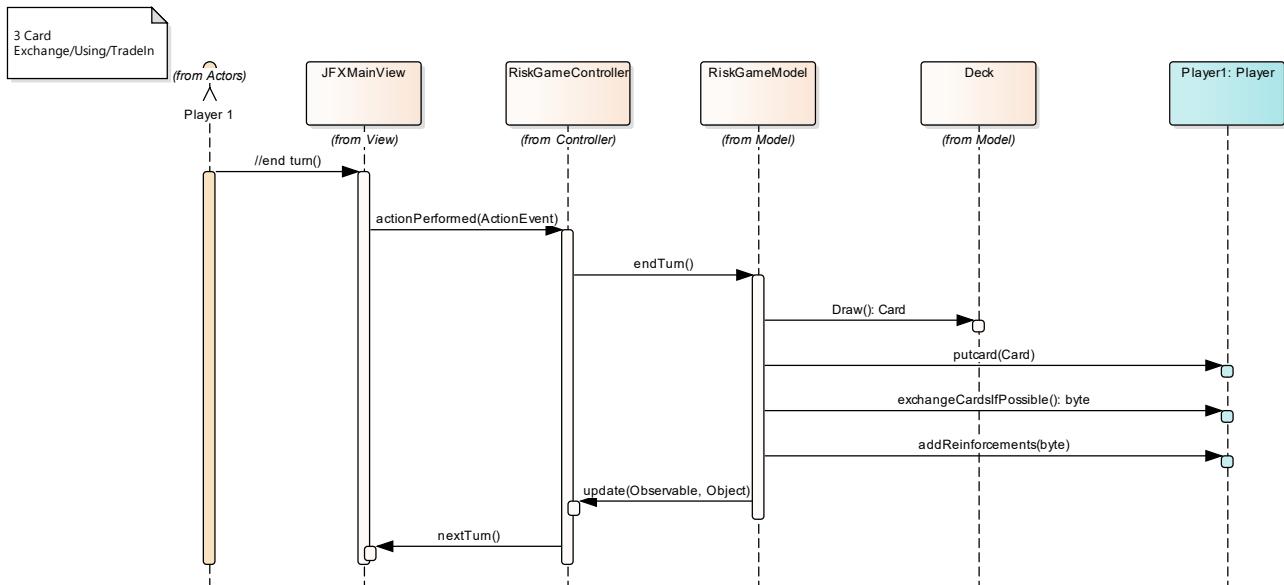


Figure 10: Exchange Cards

## Exit Game diagram

*Interaction diagram in package 'Game Stage'*

Exit Game  
Version 1.0  
fodorad created on 2017. 03. 22.. Last modified 2017. 09. 21.

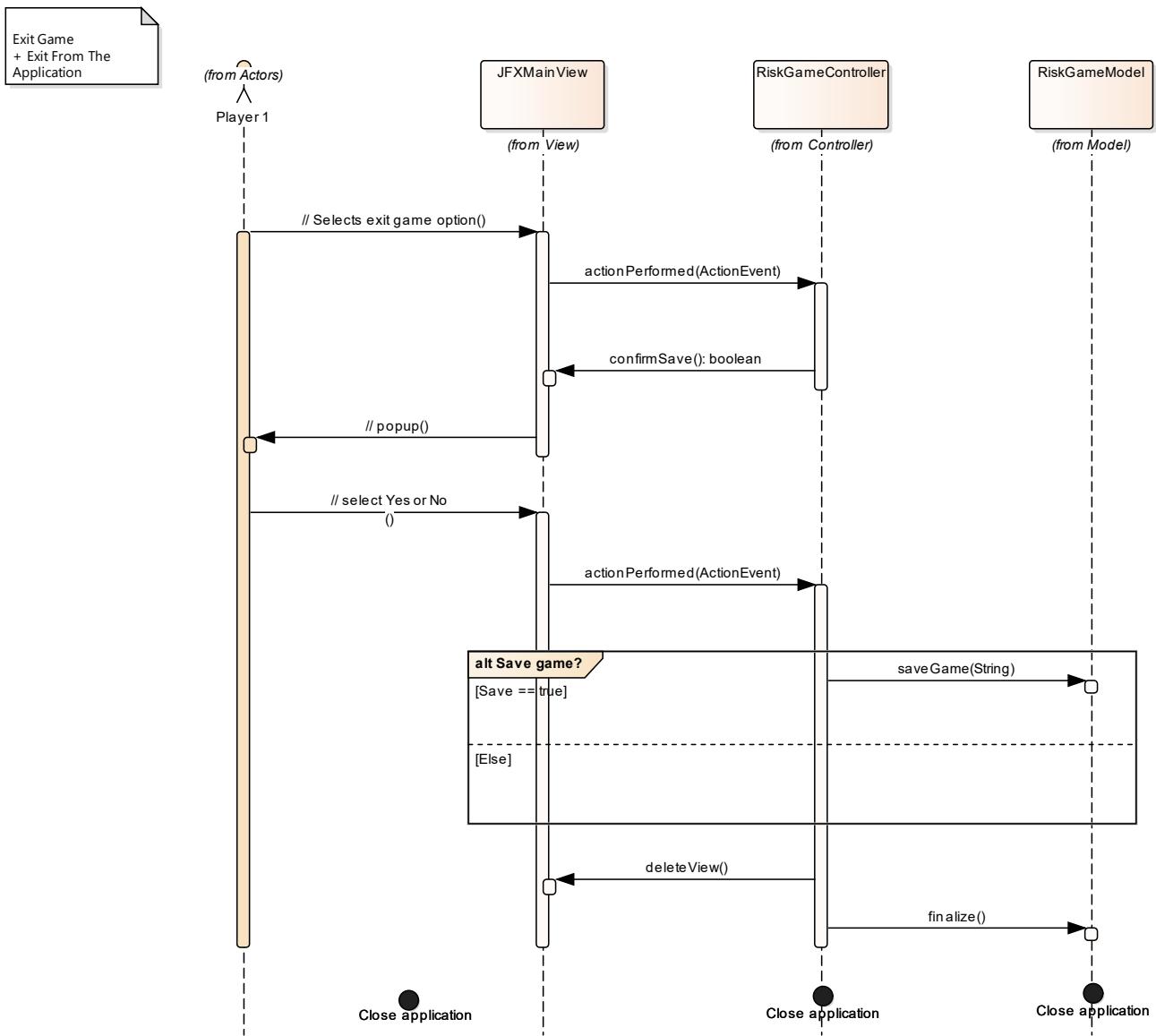


Figure 11: Exit Game

## Main Battle Sequence diagram

Interaction diagram in package 'Game Stage'

Main Battle Sequence  
Version 1.0

Szabi created on 2017. 03. 07.. Last modified 2017. 09. 21.

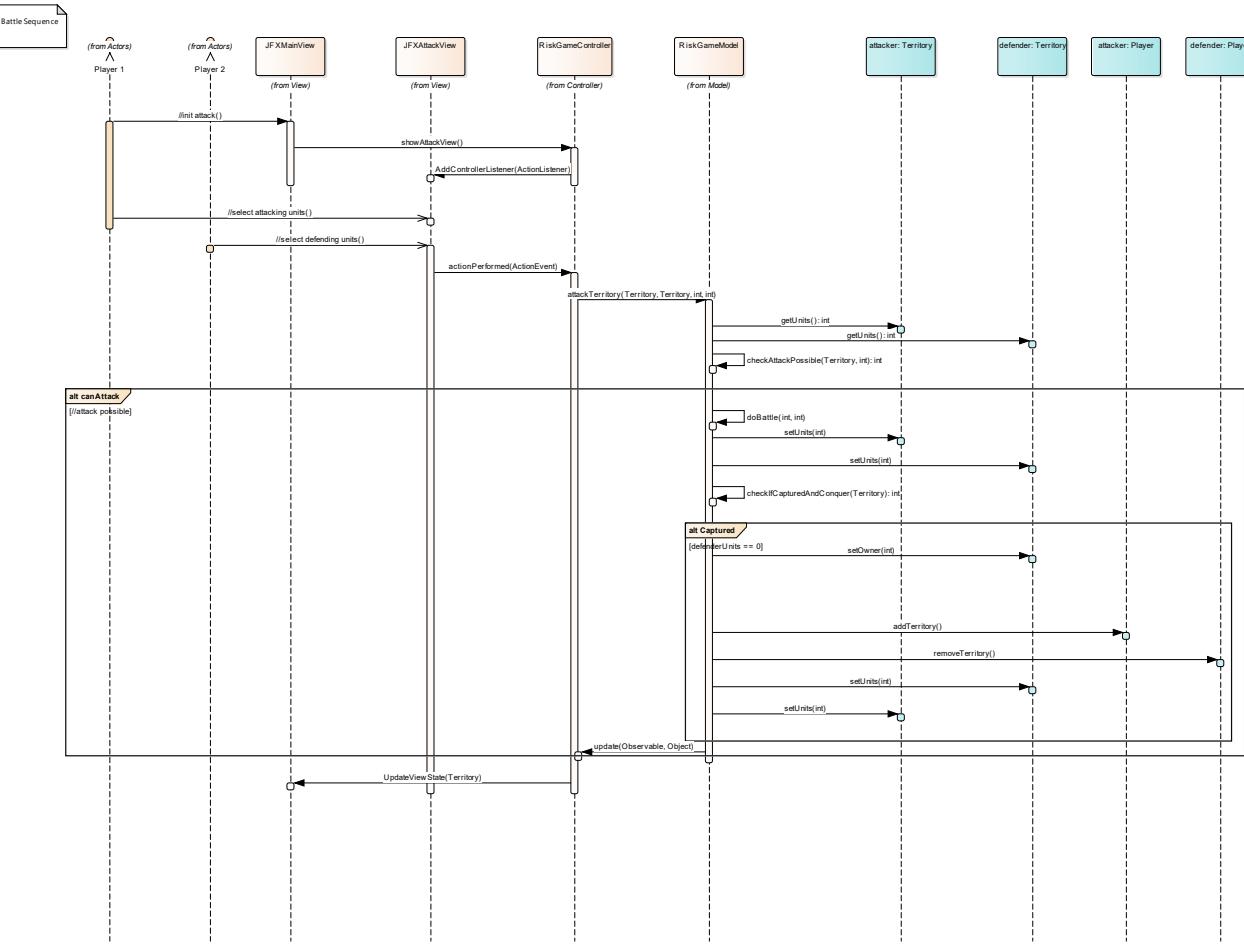


Figure 12: Main Battle Sequence

## Reinforcement diagram

Interaction diagram in package 'Game Stage'

Reinforcement  
Version 1.0  
Szabó Dávid created on 2017. 03. 22.. Last modified 2017. 09. 21.

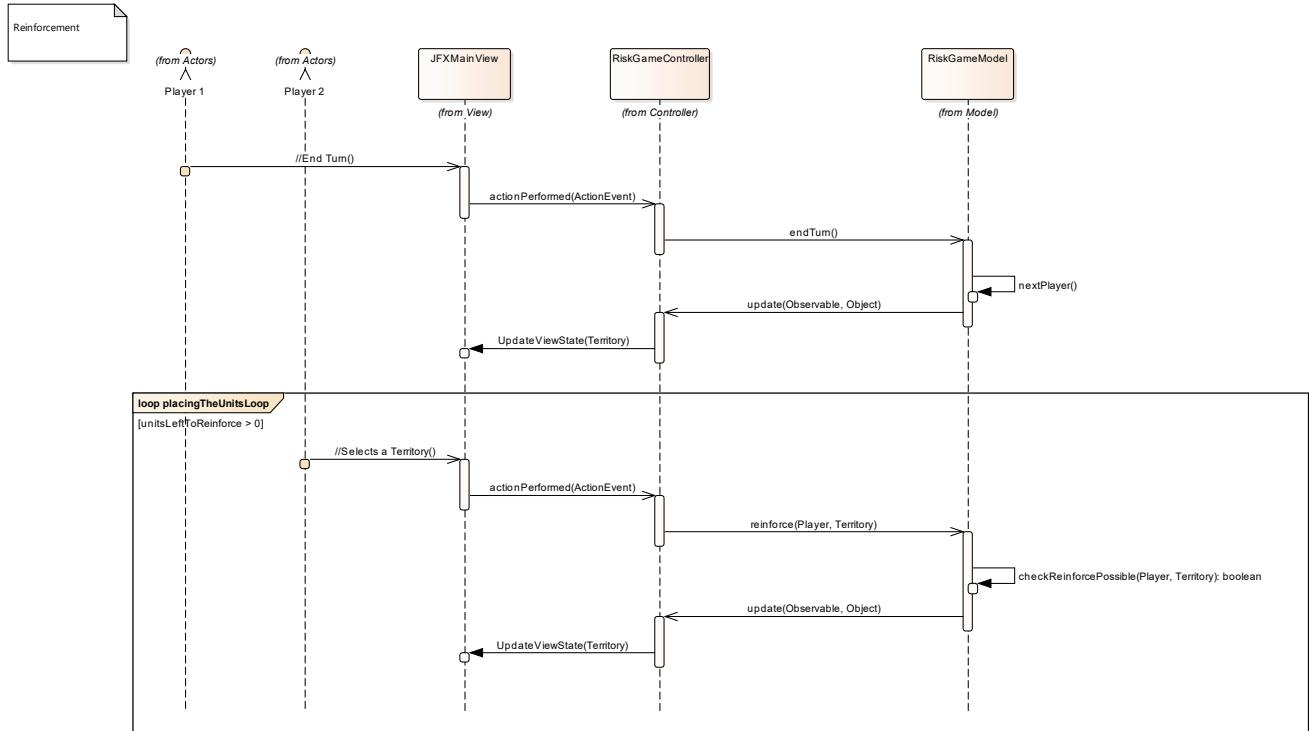


Figure 13: Reinforcement

## Save Game diagram

Interaction diagram in package 'Game Stage'

Save Game  
Version 1.0

Szabó Dávid created on 2017. 03. 22.. Last modified 2017. 09. 21.

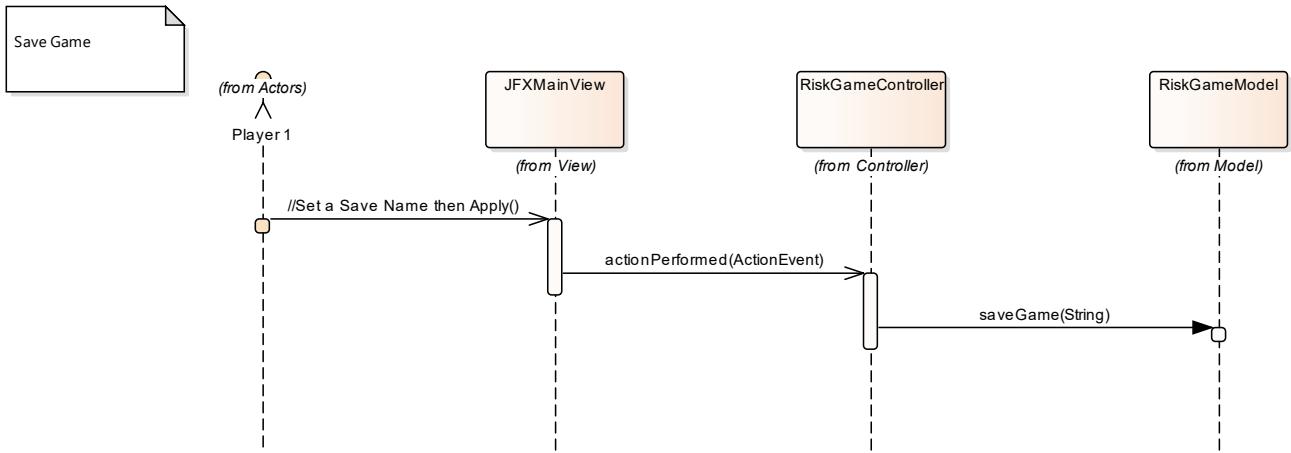


Figure 14: Save Game

## Transfer Units diagram

Interaction diagram in package 'Game Stage'

Transfer Units  
Version 1.0

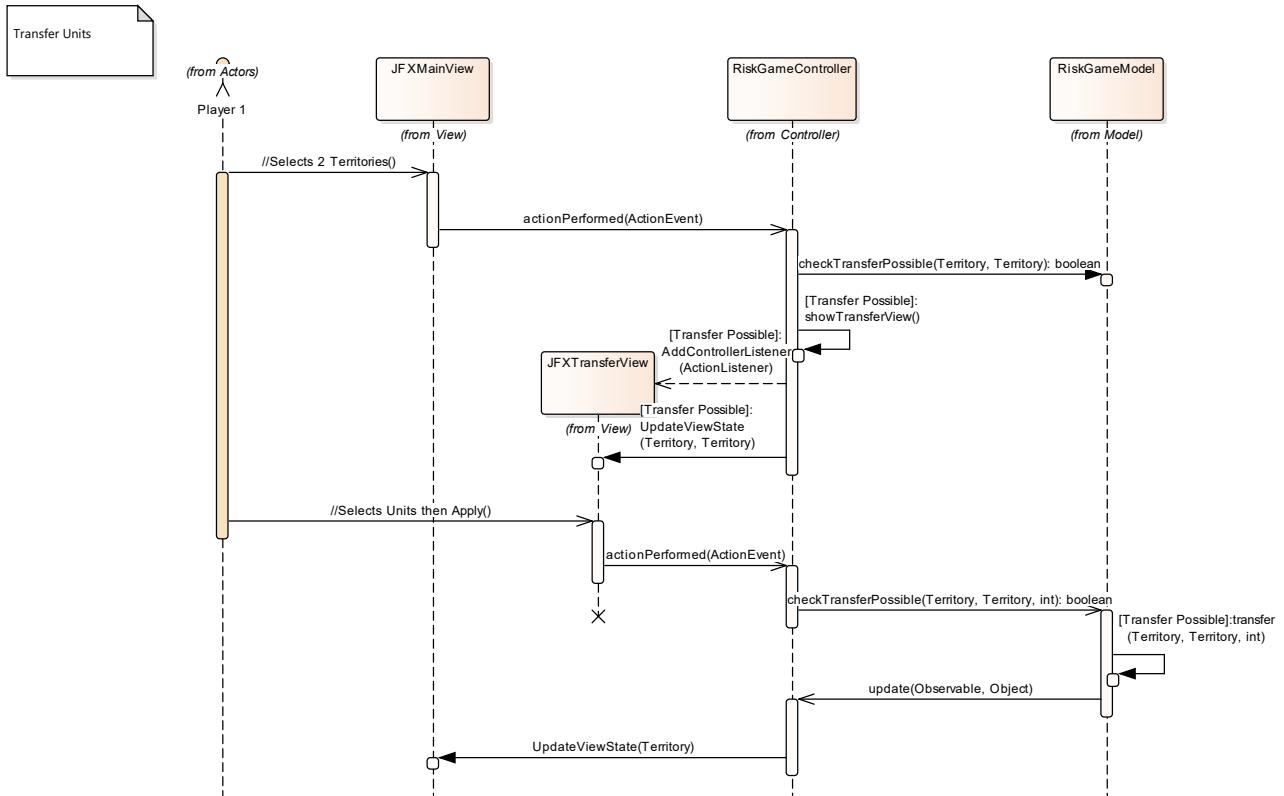


Figure 15: Transfer Units

### <anonymous>

Object in package 'Game Stage'

<anonymous>

Version 1.0 Phase 1.0 Proposed

Szabi created on 2017. 03. 07.. Last modified 2017. 03. 28.

### <anonymous>

Object in package 'Game Stage'

<anonymous>

Version 1.0 Phase 1.0 Proposed

Szabi created on 2017. 03. 07.. Last modified 2017. 03. 28.

### <anonymous>

Object in package 'Game Stage'

<anonymous>

Version 1.0 Phase 1.0 Proposed

Szabi created on 2017. 03. 07.. Last modified 2017. 03. 28.

## Player1

Object in package 'Game Stage'

Player1  
Version 1.0 Phase 1.0 Proposed  
Szabi created on 2017. 03. 29.. Last modified 2017. 03. 29.

## attacker

Object in package 'Game Stage'

attacker  
Version 1.0 Phase 1.0 Proposed  
Szabi created on 2017. 03. 07.. Last modified 2017. 03. 28.

## attacker

Object in package 'Game Stage'

attacker  
Version 1.0 Phase 1.0 Proposed  
Szabi created on 2017. 03. 07.. Last modified 2017. 03. 28.

## defender

Object in package 'Game Stage'

defender  
Version 1.0 Phase 1.0 Proposed  
Szabi created on 2017. 03. 07.. Last modified 2017. 03. 28.

## defender

Object in package 'Game Stage'

defender  
Version 1.0 Phase 1.0 Proposed  
Szabi created on 2017. 03. 07.. Last modified 2017. 03. 28.

## Captured

InteractionFragment in package 'Game Stage'

Captured  
Version 1.0 Phase 1.0 Proposed  
Szabi created on 2017. 04. 04.. Last modified 2017. 04. 04.

## Card loop

InteractionFragment in package 'Game Stage'

Card loop

Version 1.0 Phase 1.0 Proposed

Oliver created on 2017. 03. 28.. Last modified 2017. 03. 28.

## Close application

MessageEnd in package 'Game Stage'

Close application

Version 1.0 Phase 1.0 Proposed

fodorad created on 2017. 03. 23.. Last modified 2017. 03. 28.

## Close application

MessageEnd in package 'Game Stage'

Close application

Version 1.0 Phase 1.0 Proposed

fodorad created on 2017. 03. 23.. Last modified 2017. 03. 28.

## Close application

MessageEnd in package 'Game Stage'

Close application

Version 1.0 Phase 1.0 Proposed

fodorad created on 2017. 03. 23.. Last modified 2017. 03. 28.

## Save game?

InteractionFragment in package 'Game Stage'

Save game?

Version 1.0 Phase 1.0 Proposed

fodorad created on 2017. 03. 23.. Last modified 2017. 03. 28.

## canAttack

InteractionFragment in package 'Game Stage'

canAttack

Version 1.0 Phase 1.0 Proposed

Szabi created on 2017. 04. 04.. Last modified 2017. 04. 04.

## placingTheUnitsLoop

InteractionFragment in package 'Game Stage'

placingTheUnitsLoop

Version 1.0 Phase 1.0 Proposed

Szabó Dávid created on 2017. 03. 29.. Last modified 2017. 03. 30.



## Preparation Stage

Package in package 'Dynamic View'

Preparation Stage  
Version 1.0 Phase 1.0 Proposed  
Oliver created on 2017. 03. 22.. Last modified 2017. 03. 28.

### Define the starting player diagram

Interaction diagram in package 'Preparation Stage'

Define the starting player  
Version 1.0  
Oliver created on 2017. 03. 22.. Last modified 2017. 04. 19.

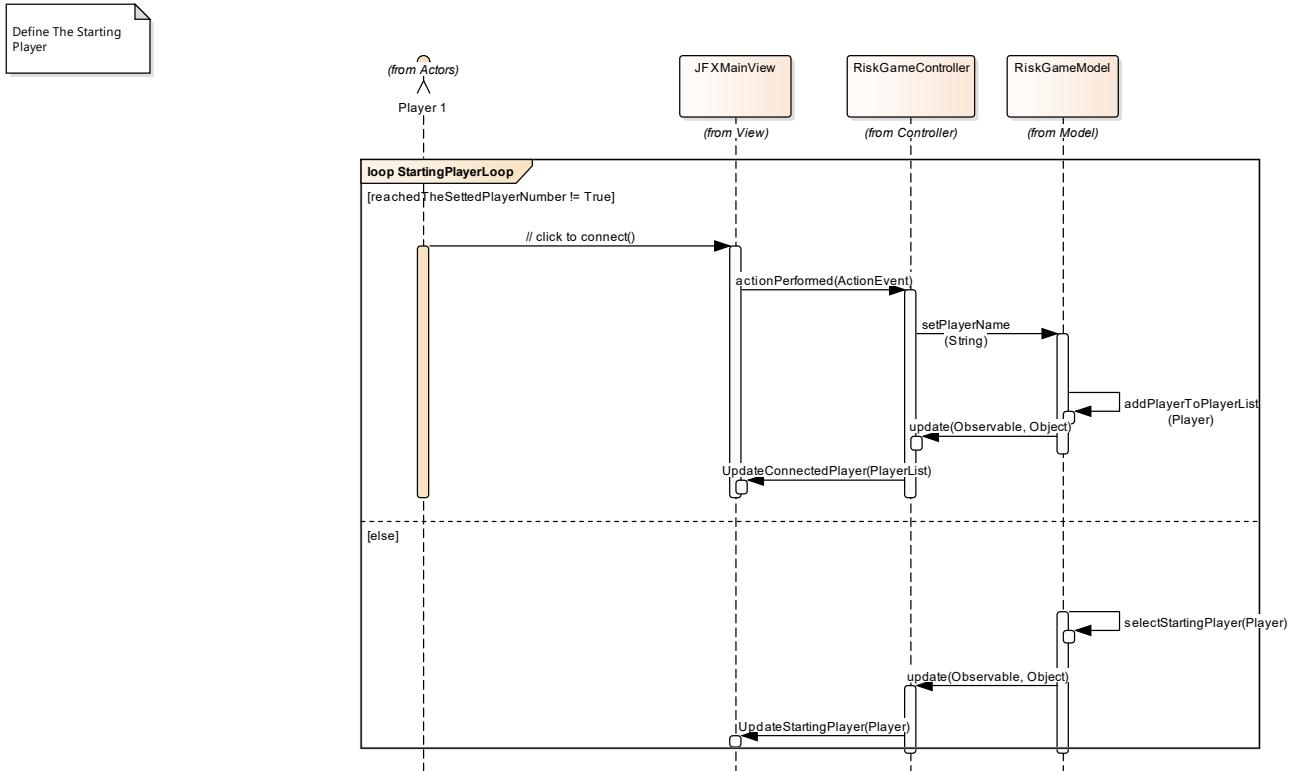


Figure 16: Define the starting player

### Preparation stage diagram

Interaction diagram in package 'Preparation Stage'

Preparation stage  
Version 1.0  
fodorad created on 2017. 03. 22.. Last modified 2017. 04. 19.

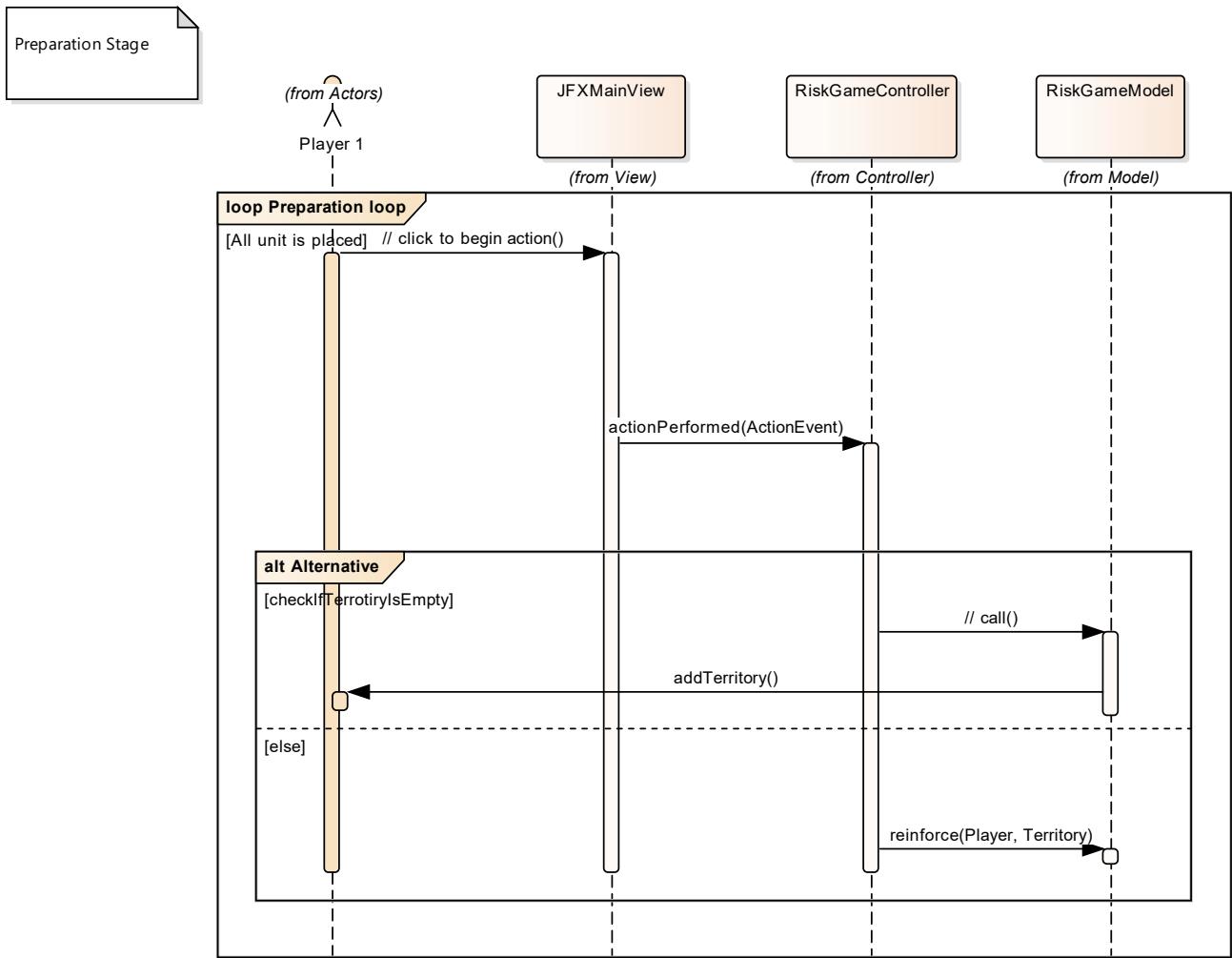


Figure 17: Preparation stage

## Alternative

*InteractionFragment in package 'Preparation Stage'*

Alternative  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 04. 18.. Last modified 2017. 04. 18.

## Alternative1

*InteractionFragment in package 'Preparation Stage'*

Alternative1  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 22.. Last modified 2017. 04. 18.

## Alternative2

*InteractionFragment in package 'Preparation Stage'*

Alternative2

Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 22.. Last modified 2017. 03. 28.

### **Alternative3**

*InteractionFragment in package 'Preparation Stage'*

Alternative3  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 22.. Last modified 2017. 03. 28.

### **Alternative4**

*InteractionFragment in package 'Preparation Stage'*

Alternative4  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 22.. Last modified 2017. 03. 28.

### **Preparation loop**

*InteractionFragment in package 'Preparation Stage'*

Preparation loop  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 22.. Last modified 2017. 03. 28.

### **StartingPlayerLoop**

*InteractionFragment in package 'Preparation Stage'*

StartingPlayerLoop  
Version 1.0 Phase 1.0 Proposed  
Oliver created on 2017. 04. 04.. Last modified 2017. 04. 04.

## Class Model

*Package in package 'Model'*

Class Model  
Version Phase 1.0 Proposed  
Szabi created on 2017. 02. 21.. Last modified 2017. 02. 21.

## Class Model diagram

*Class diagram in package 'Class Model'*

Class Model  
Version 1.0  
Oliver created on 2017. 02. 21.. Last modified 2017. 03. 28.

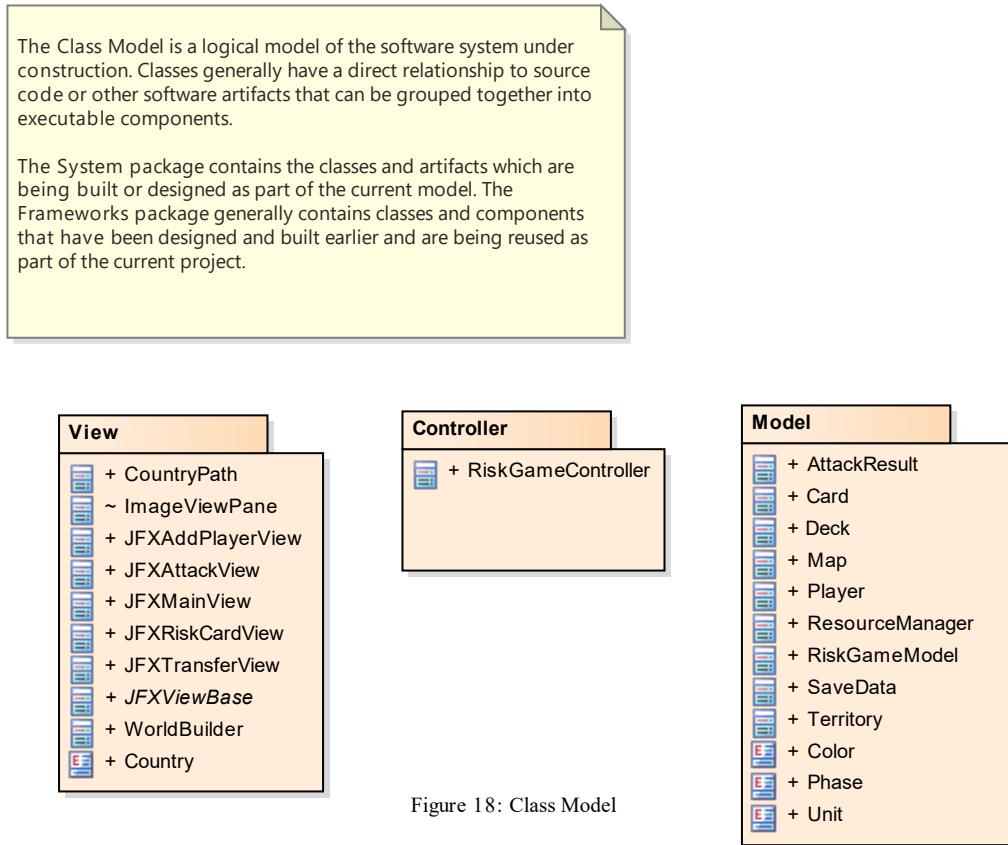


Figure 18: Class Model

## Application

*Package in package 'Class Model'*

Application  
Version 1.0 Phase 1.0 Proposed  
Oliver created on 2017. 05. 04.. Last modified 2017. 05. 04.

## Application diagram

*Class diagram in package 'Application'*

Application  
Version 1.0

Oliver created on 2017. 05. 04.. Last modified 2017. 09. 21.

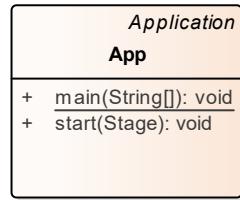


Figure 19: Application

## App

*Class in package 'Application'*

App  
Version 1.0 Phase 1.0 Proposed  
Oliver created on 2017. 05. 04.. Last modified 2017. 11. 22.  
Extends Application

## Controller

*Package in package 'Class Model'*

Controller  
Version 1.0 Phase 1.0 Proposed  
Szabó Dávid created on 2017. 03. 01.. Last modified 2017. 03. 01.

## Controller diagram

*Class diagram in package 'Controller'*

Controller  
Version 1.0  
Szabó Dávid created on 2017. 03. 01.. Last modified 2017. 11. 22.

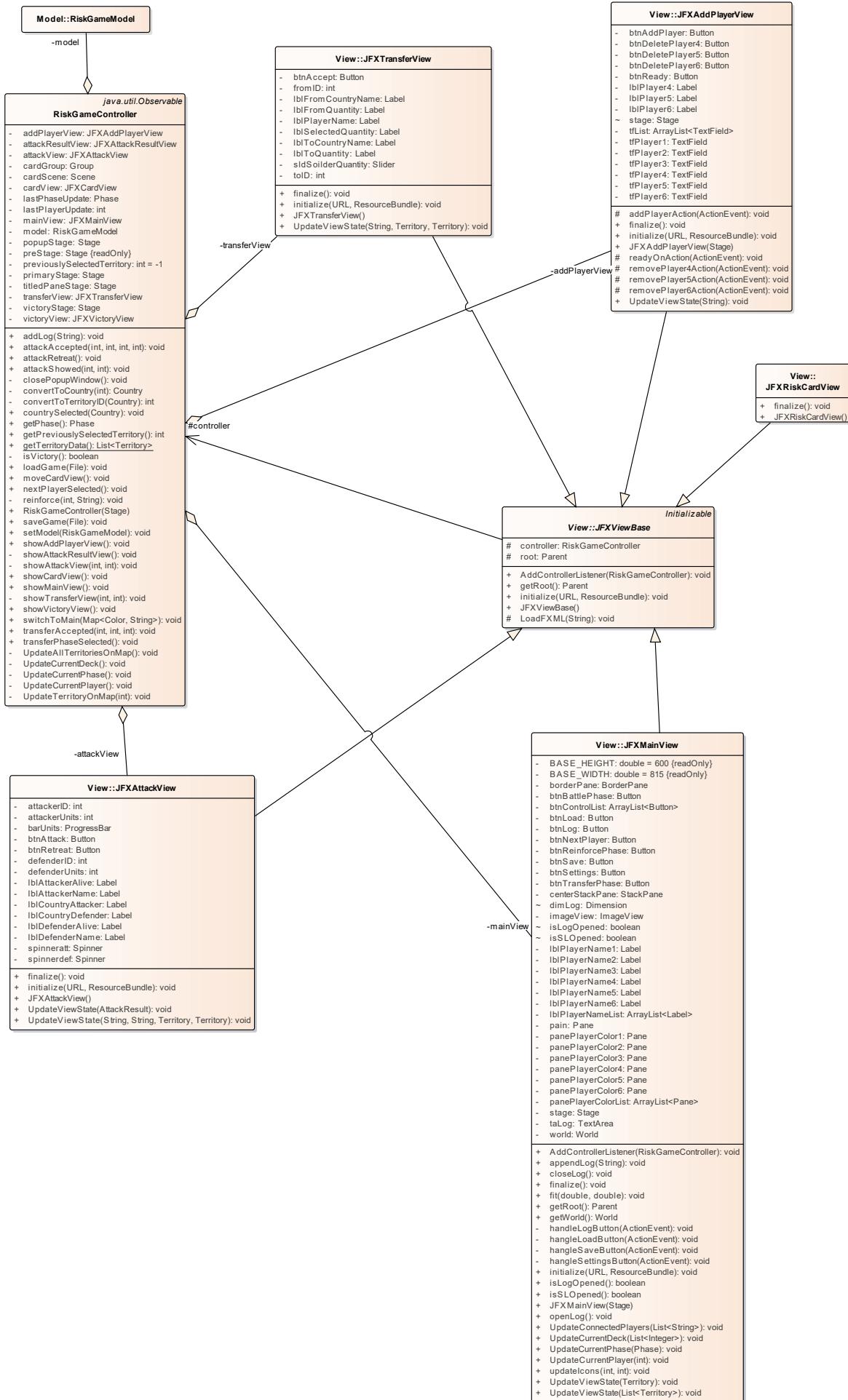


Figure 20: Controller

## RiskGameController

Class in package 'Controller'

Az MVC architektura Controller részét megvalósító osztálya. A Controller a Modell és a View közötti kapcsolatért felelős. Rajta keresztül hajtódnak végre a View-on történő változások, melyek a Model-t érintik, illetve a Model a Controller-en keresztül módosítja a View-t.

RiskGameController  
Version 1.0 Phase 1.0 Proposed  
Szabó Dávid created on 2017. 03. 01.. Last modified 2017. 11. 22.  
Extends java.util.Observable

## View

*Package in package 'Class Model'*

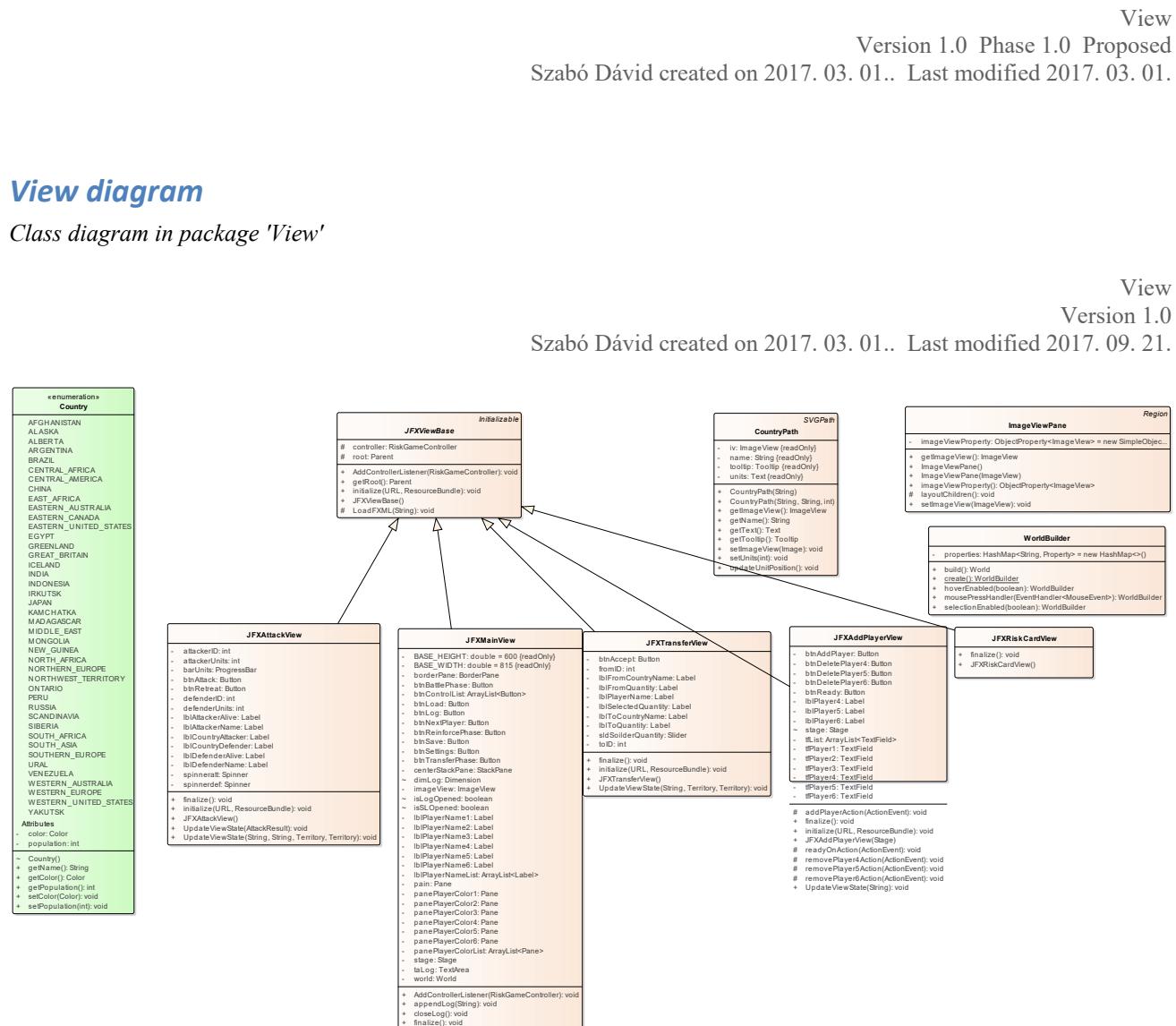


Figure 2.1: View

*CountryPath*

*Class in package 'View'*

## SVG for countries



## *ImageViewPanel*

*Class in package 'View'*

ImageViewPane  
Version 1.0 Phase 1.0 Proposed  
Oliver created on 2017. 09. 21.. Last modified 2017. 11. 22.  
Extends Region

## JFXAddPlayerView

*Class in package 'View'*

Ezen a View-en keresztul tortenik a leendo jatekosok hozzaadasa a jatekhoz.

JFXAddPlayerView  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 22.. Last modified 2017. 11. 22.  
Extends JFXViewBase

## JFXAttackView

*Class in package 'View'*

Ezen a View-en keresztul jelolheti meg az egyik jatekos a masik jatekos (ellenfel) azon teruletet, amelyet tamadni szeretne.

JFXAttackView  
Version 1.0 Phase 1.0 Proposed  
Szabó Dávid created on 2017. 03. 08.. Last modified 2017. 11. 22.  
Extends JFXViewBase

## JFXMLMainView

*Class in package 'View'*

Az MVC architektura View reszet megvalosító osztalya. Ez a View a jatek fokepernyoje, ezen tortenik maga a jatek (egysegek elhelyezese, csata stb.).

JFXMLMainView  
Version 1.0 Phase 1.0 Proposed  
Szabó Dávid created on 2017. 03. 01.. Last modified 2017. 11. 22.  
Extends JFXViewBase

## JFXRiskCardView

*Class in package 'View'*

JFXRiskCardView  
Version 1.0 Phase 1.0 Proposed  
Oliver created on 2017. 03. 28.. Last modified 2017. 11. 22.  
Extends JFXViewBase

## JFXTransferView

*Class in package 'View'*

Ezen a View-en valaszthatja ki a jatekos, hogy a sajat teruleten belül hova helyezi az egységeit.

JFXTransferView  
Version 1.0 Phase 1.0 Proposed  
Szabó Dávid created on 2017. 03. 08.. Last modified 2017. 11. 22.  
Extends JFXViewBase

## **JFXViewBase**

*Class in package 'View'*

JFXViewBase  
Version 1.0 Phase 1.0 Proposed  
Oliver created on 2017. 05. 04.. Last modified 2017. 11. 22.  
Extends Initializable

## **WorldBuilder**

*Class in package 'View'*

Parent view object builder

WorldBuilder  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 09. 21.. Last modified 2017. 11. 22.

## **Country**

*Enumeration in package 'View'*

Enumerator for territories' view objects

Country  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 09. 21.. Last modified 2017. 11. 22.

## Model

Package in package 'Class Model'

Model  
Version 1.0 Phase 1.0 Proposed  
Szabi created on 2017. 02. 21.. Last modified 2017. 03. 01.

## Model diagram

Class diagram in package 'Model'

Model  
Version 1.0  
Szabi created on 2017. 02. 21.. Last modified 2017. 09. 21.

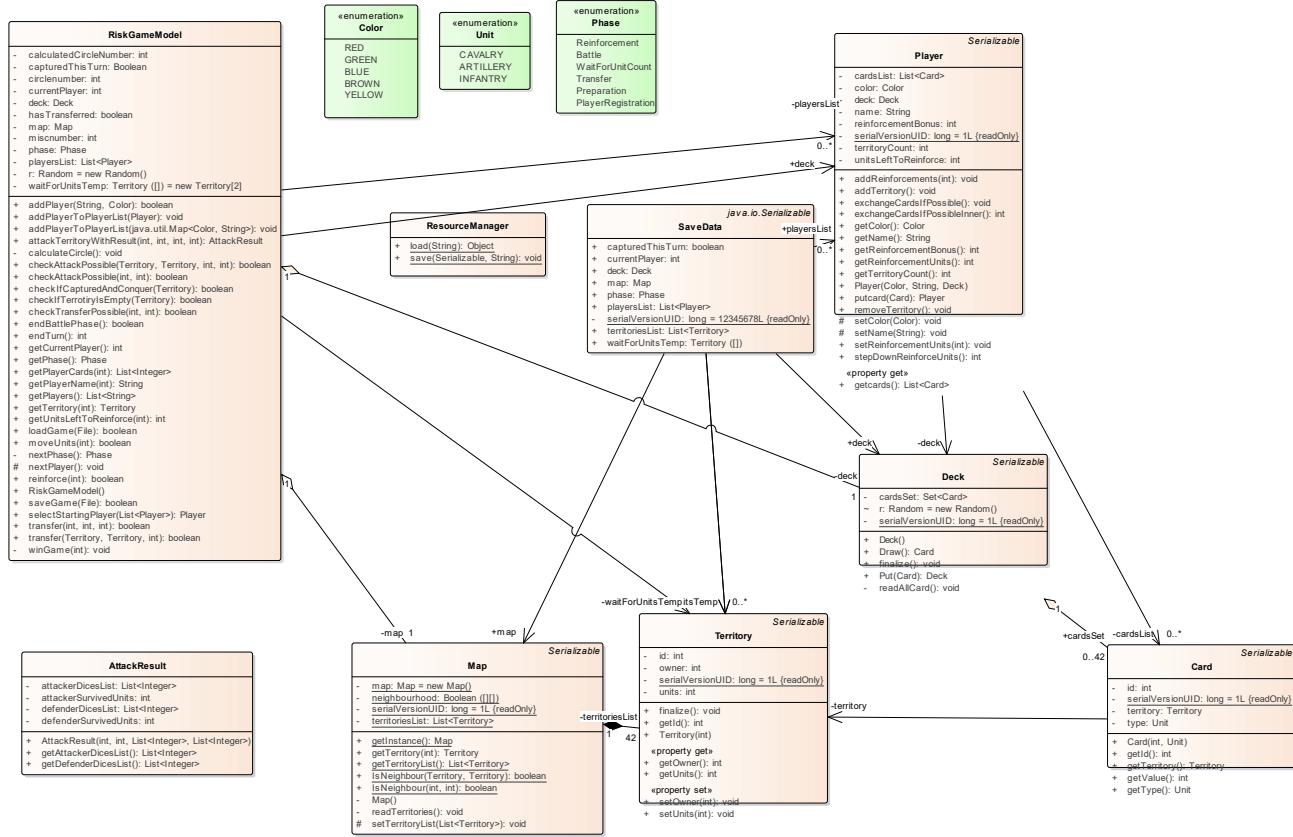


Figure 22: Model

## AttackResult

Class in package 'Model'

A tamadas eredményet megadó függvény.

AttackResult  
Version 1.0 Phase 1.0 Proposed  
Szabó Dávid created on 2017. 03. 08.. Last modified 2017. 11. 22.

## Card

*Class in package 'Model'*

Teruletkartyak adatait adja meg.

Card  
Version 1.0 Phase 1.0 Proposed  
Szabi created on 2017. 02. 28.. Last modified 2017. 11. 22.  
Extends Serializable

**Deck***Class in package 'Model'*

Deck  
Version 1.0 Phase 1.0 Proposed  
Szabi created on 2017. 02. 28.. Last modified 2017. 11. 22.  
Extends Serializable

**Map***Class in package 'Model'*

A jatek terkepet adja meg.

Map  
Version 1.0 Phase 1.0 Proposed  
Szabi created on 2017. 02. 21.. Last modified 2017. 11. 22.  
Extends Serializable

**Country***Enumeration owned by 'Map', in package 'Model'*

Tmp solution. Sorry. I'm tired.

Country  
Version 1.0 Phase 1.0 Proposed  
Oliver created on 2017. 05. 18.. Last modified 2017. 11. 22.

**Player***Class in package 'Model'*

A jatekos adatait adja meg.

Player  
Version 1.0 Phase 1.0 Proposed  
Szabi created on 2017. 02. 28.. Last modified 2017. 11. 22.  
Extends Serializable

**ResourceManager***Class in package 'Model'*

A ResourceManager feladata a szerializált adat beolvasása és kiírása

ResourceManager  
Version 1.0 Phase 1.0 Proposed  
Oliver created on 2017. 09. 21.. Last modified 2017. 11. 22.

## RiskGameModel

*Class in package 'Model'*

Az MVC architektura Model részét megvalósító osztalya.

RiskGameModel  
Version 1.0 Phase 1.0 Proposed  
Szabi created on 2017. 02. 21.. Last modified 2017. 11. 22.

## SaveData

*Class in package 'Model'*

SaveData  
Version 1.0 Phase 1.0 Proposed  
Oliver created on 2017. 09. 21.. Last modified 2017. 11. 22.  
Extends java.io.Serializable

## Territory

*Class in package 'Model'*

Az adott terület adatait adja meg.

Territory  
Version 1.0 Phase 1.0 Proposed  
Szabi created on 2017. 02. 21.. Last modified 2017. 11. 22.  
Extends Serializable

## Color

*Enumeration in package 'Model'*

A szín adatakat adja meg.

Color  
Version 1.0 Phase 1.0 Proposed  
Szabi created on 2017. 02. 28.. Last modified 2017. 11. 22.

## Phase

*Enumeration in package 'Model'*

Phase  
Version 1.0 Phase 1.0 Proposed  
Oliver created on 2017. 09. 21.. Last modified 2017. 11. 22.

## ***Unit***

*Enumeration in package 'Model'*

Az egység adatait adja meg.

Unit

Version 1.0 Phase 1.0 Proposed

Szabi created on 2017. 02. 28.. Last modified 2017. 11. 22.

## User Interface Model

Package in package 'Model'

User Interface Model  
Version Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

### User Interface Model diagram

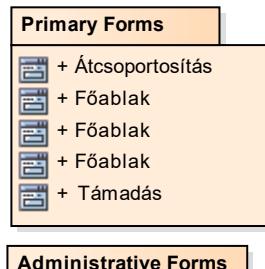
Custom diagram in package 'User Interface Model'

User Interface Model  
Version 1.0  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

The User Interface Model is a high level, logical mapping of forms, web pages, dialogs and other screens and controls which form part of the proposed system.

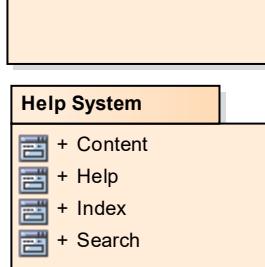
 [Read about screens](#)

 [Read about user interface controls](#)



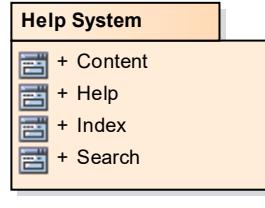
#### Primary Forms

Main screens and pages exposed by the system



#### Administrative Forms

Management and reference data screens and data entry forms



#### Help System

Screens and pages providing user assistance

Figure 23: User Interface Model

### Primary Forms

Package in package 'User Interface Model'

Primary Forms  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

### Primary Forms diagram

Custom diagram in package 'Primary Forms'

Primary Forms  
Version 1.0  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

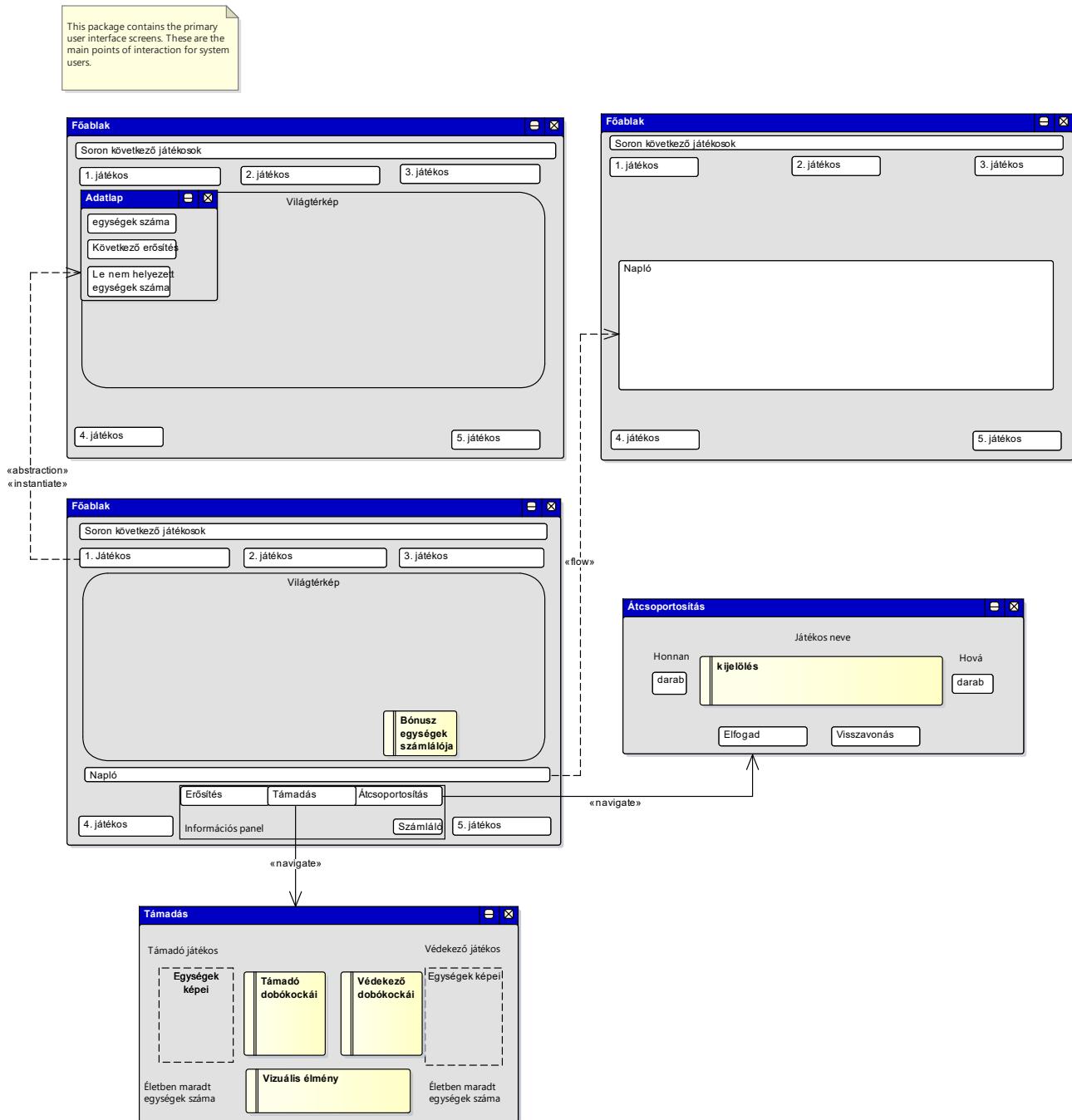


Figure 24: Primary Forms

## Főablak

Screen in package 'Primary Forms'

Főablak  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 08.

## 1. játékos

GUIElement owned by 'Főablak', in package 'Primary Forms'

1. játékos

Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## 2. játékos

*GUIElement owned by 'Főablak', in package 'Primary Forms'*

2. játékos  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## 3. játékos

*GUIElement owned by 'Főablak', in package 'Primary Forms'*

3. játékos  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## 4. játékos

*GUIElement owned by 'Főablak', in package 'Primary Forms'*

4. játékos  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## 5. játékos

*GUIElement owned by 'Főablak', in package 'Primary Forms'*

5. játékos  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## Napló

*GUIElement owned by 'Főablak', in package 'Primary Forms'*

Napló  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## Soron következő játékosok

*GUIElement owned by 'Főablak', in package 'Primary Forms'*

Soron következő játékosok  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## Főablak

*GUIElement owned by 'Főablak', in package 'Primary Forms'*

Főablak

Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 08.

### 1. játékos

*GUIElement owned by 'Főablak', in package 'Primary Forms'*

1. játékos

Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

### 2. játékos

*GUIElement owned by 'Főablak', in package 'Primary Forms'*

2. játékos

Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

### 3. játékos

*GUIElement owned by 'Főablak', in package 'Primary Forms'*

3. játékos

Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

### 4. játékos

*GUIElement owned by 'Főablak', in package 'Primary Forms'*

4. játékos

Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

### 5. játékos

*GUIElement owned by 'Főablak', in package 'Primary Forms'*

5. játékos

Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## Soron következő játékosok

*GUIElement owned by 'Főablak', in package 'Primary Forms'*

Soron következő játékosok  
Version 1.0 Phase 1.0 Proposed

## Adatlap

*Screen owned by 'Főablak', in package 'Primary Forms'*

Adatlap

Version 1.0 Phase 1.0 Proposed

fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

### egységek száma

*GUIElement owned by 'Adatlap', in package 'Primary Forms'*

egységek száma

Version 1.0 Phase 1.0 Proposed

fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

### Következő erősítés

*GUIElement owned by 'Adatlap', in package 'Primary Forms'*

Következő erősítés

Version 1.0 Phase 1.0 Proposed

fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

### Le nem helyezett egységek száma

*GUIElement owned by 'Adatlap', in package 'Primary Forms'*

Le nem helyezett egységek száma

Version 1.0 Phase 1.0 Proposed

fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## Főablak

*Screen in package 'Primary Forms'*

Főablak

Version 1.0 Phase 1.0 Proposed

fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

### Bónusz egységek számlálója

*Change «Functional» owned by 'Főablak', in package 'Primary Forms'*

Bónusz egységek számlálója

Version 1.0 Phase 1.0 Proposed

fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## Change1

*Change owned by 'Főablak', in package 'Primary Forms'*

Change1  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## 1. Játékos

*GUIElement owned by 'Főablak', in package 'Primary Forms'*

1. Játékos  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## 2. játékos

*GUIElement owned by 'Főablak', in package 'Primary Forms'*

2. játékos  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## 3. játékos

*GUIElement owned by 'Főablak', in package 'Primary Forms'*

3. játékos  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## 4. játékos

*GUIElement owned by 'Főablak', in package 'Primary Forms'*

4. játékos  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## 5. játékos

*GUIElement owned by 'Főablak', in package 'Primary Forms'*

5. játékos  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## Átcsoportosítás

*GUIElement owned by 'Főablak', in package 'Primary Forms'*

Átcsoportosítás  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## Erősítés

*GUIElement owned by 'Főablak', in package 'Primary Forms'*

Erősítés

Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## Napló

*GUIElement owned by 'Főablak', in package 'Primary Forms'*

Napló

Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## Soron következő játékosok

*GUIElement owned by 'Főablak', in package 'Primary Forms'*

Soron következő játékosok

Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## Számláló

*GUIElement owned by 'Főablak', in package 'Primary Forms'*

Számláló

Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## Támadás

*GUIElement owned by 'Főablak', in package 'Primary Forms'*

Támadás

Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## UI Control

*GUIElement «combobox» owned by 'Főablak', in package 'Primary Forms'*

UI Control

Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## Támadás

Screen in package 'Primary Forms'

Támadás  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## Támadó dobókockái

Change «Functional» owned by 'Támadás', in package 'Primary Forms'

Támadó dobókockái  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## Védekező dobókockái

Change «Functional» owned by 'Támadás', in package 'Primary Forms'

Védekező dobókockái  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## Vizuális élmény

Change «Functional» owned by 'Támadás', in package 'Primary Forms'

Vizuális élmény  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## Átcsoportosítás

Screen in package 'Primary Forms'

Átcsoportosítás  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## kijelölés

Change «Functional» owned by 'Átcsoportosítás', in package 'Primary Forms'

kijelölés  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## darab

GUIElement owned by 'Átcsoportosítás', in package 'Primary Forms'

darab  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

**darab**

*GUIElement owned by 'Átcsoportosítás', in package 'Primary Forms'*

darab

Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

**Elfogad**

*GUIElement owned by 'Átcsoportosítás', in package 'Primary Forms'*

Elfogad

Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

**UI Control**

*GUIElement owned by 'Átcsoportosítás', in package 'Primary Forms'*

UI Control

Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

**Visszavonás**

*GUIElement owned by 'Átcsoportosítás', in package 'Primary Forms'*

Visszavonás

Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## Administrative Forms

*Package in package 'User Interface Model'*

Administrative Forms  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

### **Administrative Forms diagram**

*Custom diagram in package 'Administrative Forms'*

Administrative Forms  
Version 1.0  
Oliver created on 2017. 03. 01.. Last modified 2017. 03. 01.

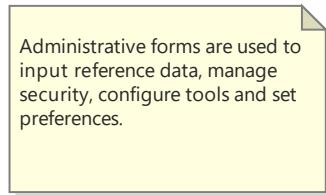


Figure 25: Administrative Forms

## Help System

*Package in package 'User Interface Model'*

Help System  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## Help System diagram

*Custom diagram in package 'Help System'*

Help System  
Version 1.0  
Oliver created on 2017. 03. 01.. Last modified 2017. 03. 01.

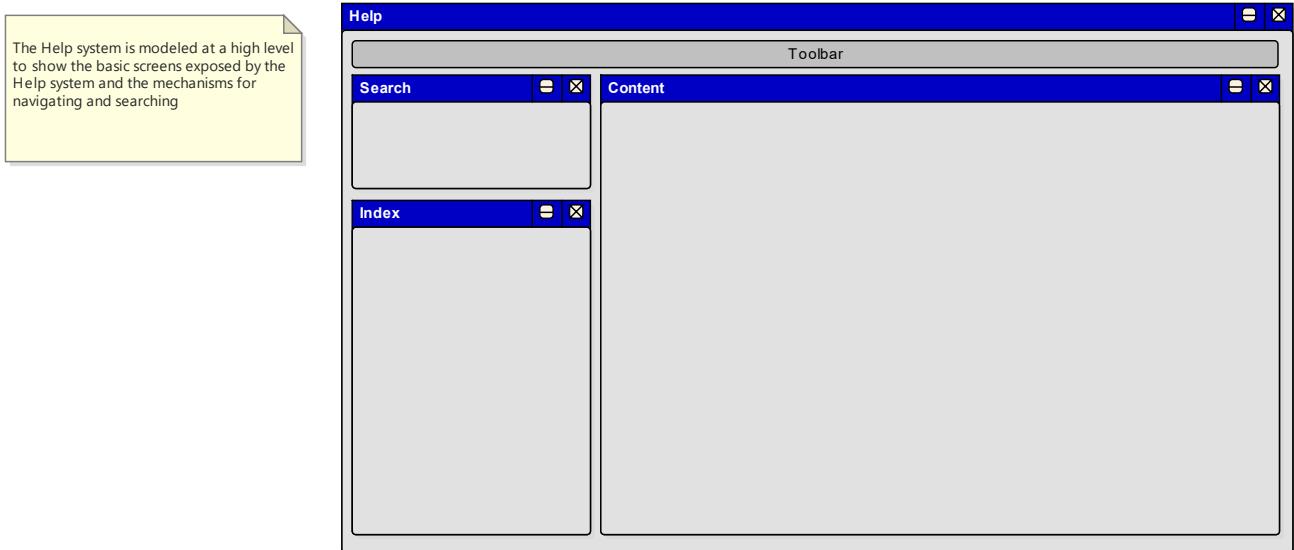


Figure 26: Help System

## Content

*Screen in package 'Help System'*

Content  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## Help

*Screen in package 'Help System'*

Help  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## Toolbar

*GUIElement «button» owned by 'Help', in package 'Help System'*

Toolbar  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## **Index**

*Screen in package 'Help System'*

Index  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.

## **Search**

*Screen in package 'Help System'*

Search  
Version 1.0 Phase 1.0 Proposed  
fodorad created on 2017. 03. 01.. Last modified 2017. 03. 01.