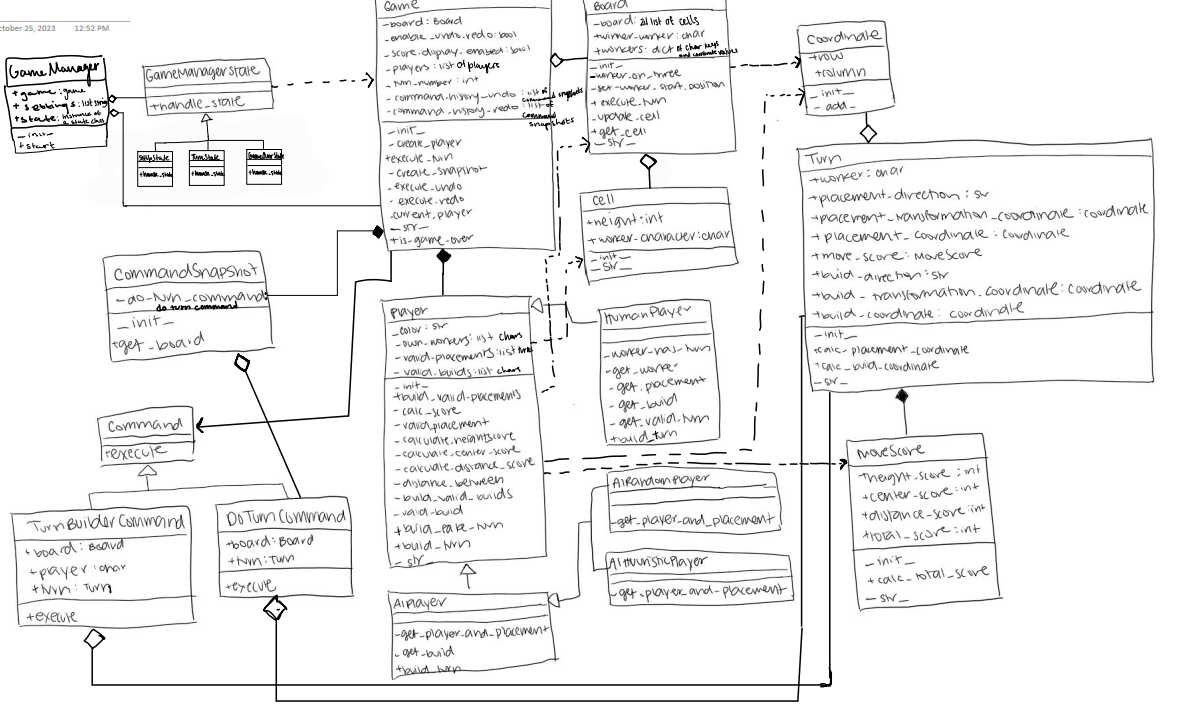
GameManager
+game : game
+ s_serving : list[int]
+state : Intrface of state class
__init__
+start
GameManagerState
+handle_state
SetUpState
+handle_state
TurnState
+handle_state
GameOverState
+handle_state
Game
-board : Board
-enable_undo, redo : bool
-score_display, enabled : bool
-players : list of players
-turn_number : int
-command_history_undo : list of command snapshots
-command_history_redo : list of command snapshots
__init__
-create_player
+execute_turn
-create_snapshot
-execute_undo
-execute_redo
current_player
__str__
+is_game_over
Board
-board : 2d list of cells
+winner_winner : char
+winners : dict of char keys and coordinate values
__init__
-winner_on_trace
-set_winner, start, position
+execute_turn
-update_cell
+get_cell
__str__
Coordinate
+row
+column
__init__
__add__
Turn
+worker : char
+placement_direction : str
+placement_transformation_coordinate : coordinate
+placement_coordinate : coordinate
+move_score : MoveScore
+build_direction : str
+build_transformation_coordinate : coordinate
+build_coordinate : coordinate
__init__
+calc_placement_coordinate
+calc_build_coordinate
__str__
Cell
+height : int
+worker_character : char
__init__
__str__
CommandSnapShot
-do_turn_command
__init__
+get_board
do turn command
Player
-color : str
-own_workers : list char
-valid_placements : list tuple
-valid_builds : list char
__init__
+build_valid_placements
-calc_score
-valid_placement
-calculate_mainstreet_score
-calculate_center_score
-calculate_distance_score
-distance_between
-build_valid_builds
-valid_build
+build_pair_turn
+build_turn
__str__
HumanPlayer
-worker_has_turn
-get_worker
-get_placement
-get_build
-get_valid_turn
+build_turn
Command
+execute
TurnBuilderCommand
+board : board
+player : char
+turn : turn
+execute
DoTurnCommand
+board : Board
+turn : Turn
+execute
AIRandomPlayer
-get_player_and_placement
AIMainstreetPlayer
-get_player_and_placement
AIPlayer
-get_player_and_placement
-get_build
+build_turn
MoveScore
-height_score : int
+center_score : int
+distance_score : int
+total_score : int
__init__
+calc_total_score
__str__