

Team BurGerCing

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APCS pd1

HW#56 -- Pointing Your Rocket Skyward [UPDATED]

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Woo
<ul style="list-style-type: none">+ void playerTurn(Player p, Board b)+ boolean playerPlaceStone(Player p, Board b)+ boolean playerMoveStack(Player p, Board b)+ void playerDisplayStack(Player p, Board b)

Player
<ul style="list-style-type: none">+ String name+ int numStones+ int numCaps+ int color + Player(String name, int color)+ void placeStone(int x, int y, String type, Board b)+ boolean hasStones()+ boolean hasStacks(board b)+ void moveStack(int x, int y, int stackSize, String direction, Board b)+ + void moveStack(int x, int y, int stackSize, Board b)

Piece
~ int color ~ int x ~ int y ~ int stackPos + Piece() + Piece(int color, int x, int y) + int getX() + int getY() + int getStack() + int getColor() + void setPos()

Stone extends Piece
+ boolean isWall + void wallToStone()

Capstone extends Piece
+ Capstone(int color, int x, int y) + void flattenWall(Stone s)

Board

- + ArrayList<Piece>[][] board
- + ArrayList<Piece> stack
- + int firstRowPos
- + int firstColPos
- + int lastRowPos
- + int lastColPos
- + int size
- + int [][] checkedTile

- + Board()
- + isEmpty(int x, int y)
- + isRoad()
- + void displayStack(int x, int y)
- + boolean hasStacks(int color)
- + boolean hasStacks()
- + boolean isEmpty(int col, int row)
- + boolean isOccupied(int col, int row)
- + int stackOwner(int x, int y)
- + boolean isTopPieceColor(int col, int row, int color)
- + boolean isTopPieceWall(int col, int row)
- + boolean isTopPieceNotWall(int col, int row)
- + boolean isCapstone(int col, int row)
- + boolean isRoadPossible(int color)
- + void printChecked()
- + boolean hasNorth(int col, int row, int color)
- + boolean hasSouth(int col, int row, int color)
- + boolean hasEast(int col, int row, int color)
- + boolean hasWest(int col, int row, int color)
- + boolean branchH(int col, int row, int lastColPos, int color)
- + boolean branchV(int col, int row, int lastRowPos, int color)