

Team BurGerCing

Grace Cuenca, Brian Kwong, Connie Lei

APCS pd1

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

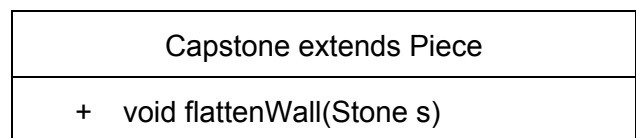
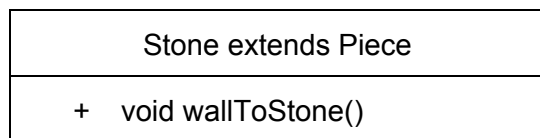
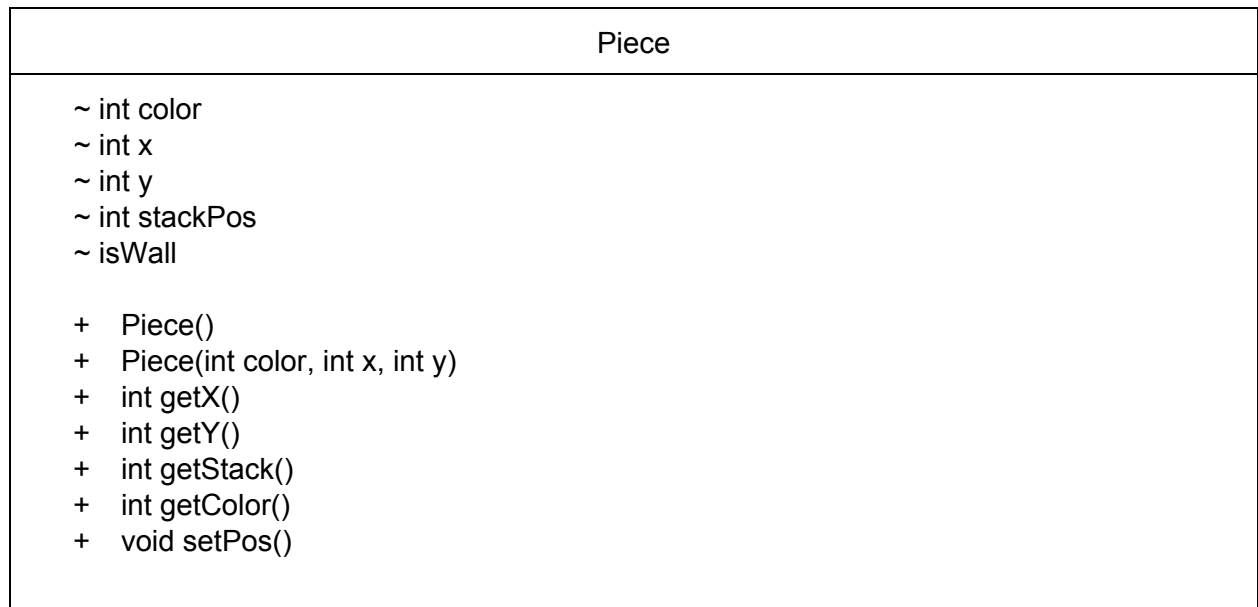
2017-01-22

Woo
<ul style="list-style-type: none">+ Board woah+ Player player1, player2+ int totalTurns+ String stats + void gameIntro()+ void creation()+ boolean winRoad()+ boolean winFullBoard()+ boolean winNoPiecesLeft()+ boolean win()+ String getWinner()+ void gameEnd()+ void gameTurn()+ void runTak()

Player

- + String name
- + int numStones
- + int numCap
- + int color

- + String getName()
- + int getColor()
- + boolean hasStones()
- + boolean noPiecesLeft()
- + boolean hasStacks(Board woah)
- + void firstTurn(Board woah)
- + void turn(Board woah)
- + void displayStack(Board woah)
- + void placeStone(Board woah)
- + void moveStack(Board woah)
- + int updateX(int x, String direction)
- + int updateY(int y, String direction)
- + ArrayList<Piece> addStack(Board woah, int x, int y, ArrayList<Piece> stack, int leftB)
- + void addStack(Board woah, int x, int y, ArrayList<Piece> stack)
- + void moveStack(int x, int y, int stackSize)
- +



Board

```
+ ArrayList<Piece>[][] board
+ int size
+ int [][] checked
+ int numBlackStacks;
+ int numWhiteStacks;
+ int numBlackStones;
+ int numBlackWalls;
+ int numBlackCapstones;
+ int numWhiteStones;
+ int numWhiteWalls;
+ int numWhiteCapstones;
+ int numTurns;

+ Board(int s)
+ void displayStack(int x, int y)
+ boolean hasStacks(int color)
+ boolean hasStacks()
+ boolean isEmpty(int x, int y)
+ boolean isOccupied(int x, int y)
+ Boolean isBoardFull()
+ int stackOwner(int x, int y)
+ boolean isTopPieceColor(int x, int y, int color)
+ boolean isTopPieceWall(int col, int row)
+ boolean isTopPieceNotWall(int col, int row)
+ boolean isCapstone(int col, int row)
+ boolean isTopPieceNotCapstone(int col, int row)
+ boolean playerCap(int x, int y, int color)
+ boolean capMoveStack(int x, int y)
+ boolean capMovingStack(int x, int y)
+ boolean stoneMoveStack(int x, int y)
+ boolean stoneMovingStack(int x, int y)
+ boolean isRoad(int color)
+ boolean road(int x, int y)
+ int stackWinner(Player player1, Player player2)
+ int getStackSize(int x, int y)
+ ArrayList<Piece> getStack(int x, int y int stackSize)
+ boolean isTopPieceStone(int x, int y)
+ void flattenWall(int x, int y)
+ void calculateNumStacks()
+ int getSize()
```