

Team BurGerCing  
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APCS1 pd1  
HW#56—Pointing Your Rocket Skyward  
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Woo (driver file)
<ul style="list-style-type: none"><li>— String player1 //place for name</li><li>— String player2 //place for name</li><li>— int 1num //counter for player 1's stones</li><li>— int 1cap //counter for player 1's capstone(s)</li><li>— int 2num</li><li>— int 2cap</li></ul>
+ static void playerTurn()
+ static void gameStart() //generates board depending on player input, sets the counters, sets player names
+ static boolean road() //will be run in the while loop while game continues
+ boolean piecesLeft()
+ String printBoard()
+ String vertView(int x, int y)

Piece
~ int color // 0 is black, 1 is white, -1 is not defined yet
~ int x // column
~ int y // row
~ int stackPos // -1 is not on the board, 0 is bottom of stack, 1 is second from bottom, etc
+ void Piece() //sets everything to default
+ void Piece( int color, int x, int y)
+ void setPos( int x, int y)
+ void setStack() //setStack runs after every turn to reassign stack positions, uses the 2D array (x, y)
+ int getX()
+ int getY()
+ int getStack()
+ int getColor()
+ boolean isWall()
+ boolean isCap()
+ boolean isOpp()
+ boolean isEmpty()
+ void place()
+ void moveStack()

Capstone extends Piece
+ void breakWall()

Stone extends piece

+ boolean setWall()