

Team BurGerCing

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APCS pd1

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

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Woo
+ void playerTurn(Player p, 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()

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)+ Void moveStack(int x, int y, int stackSize, Board b)

Stone extends Piece
+ boolean isWall

Capstone extends Piece
+ void flattenWall()

Board

- + ArrayList<Piece>[] board
- + ArrayList<Piece> stack
- + Board()
- + isEmpty(int x, int y)
- + isRoad()