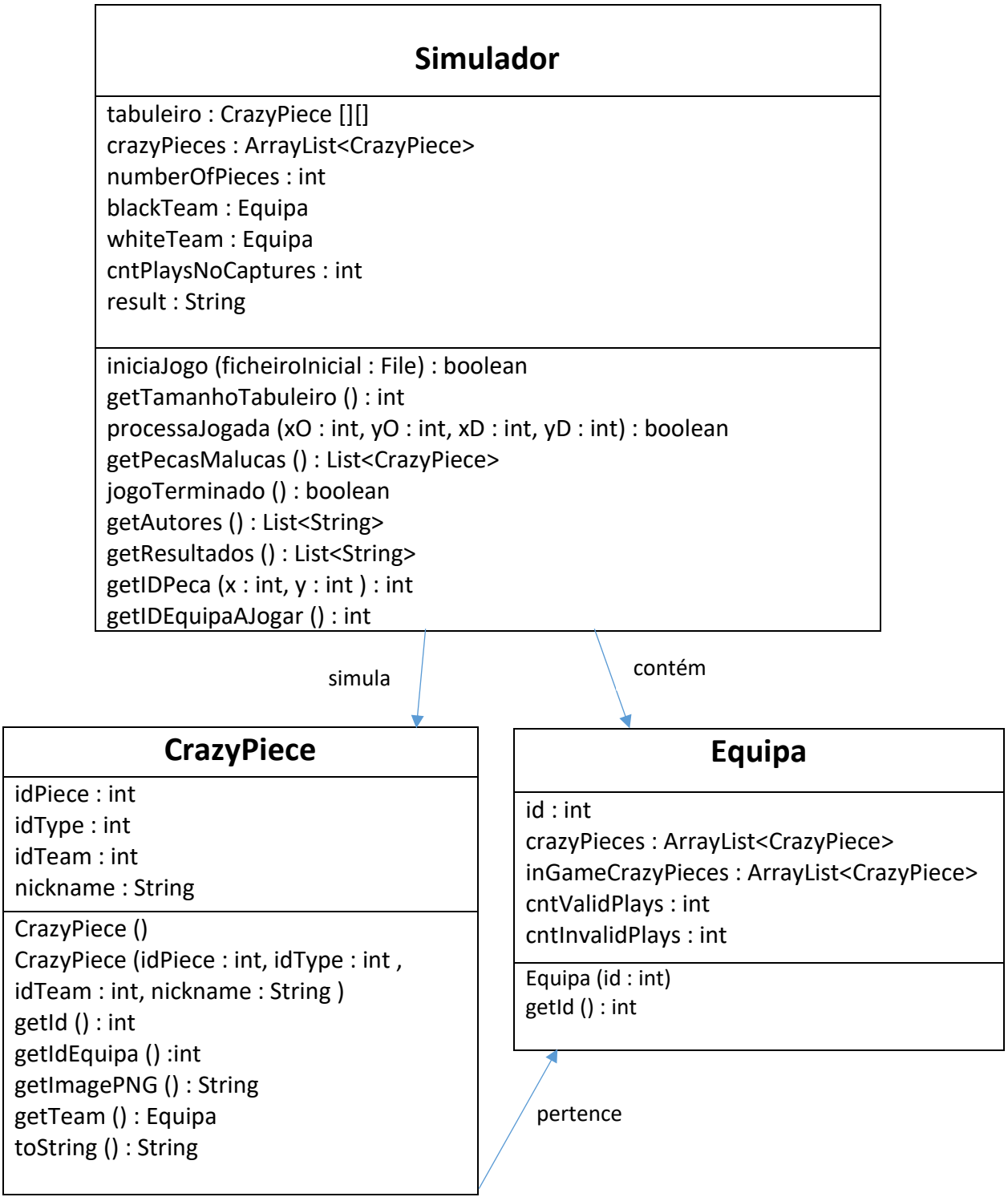
Simulador
tabuleiro : CrazyPiece [][]
crazyPieces : ArrayList<CrazyPiece>
numberOfPieces : int
blackTeam : Equipa
whiteTeam : Equipa
cntPlaysNoCaptures : int
result : String
iniciaJogo (ficheiroInicial : File) : boolean
getTamanhoTabuleiro () : int
processaJogada (xO : int, yO : int, xD : int, yD : int) : boolean
getPecasMalucas () : List<CrazyPiece>
jogoTerminado () : boolean
getAutores () : List<String>
getResultados () : List<String>
getIDPeca (x : int, y : int) : int
getIDEquipaAJogar () : int
simula
contém
CrazyPiece
idPiece : int
idType : int
idTeam : int
nickname : String
CrazyPiece ()
CrazyPiece (idPiece : int, idType : int ,
idTeam : int, nickname : String)
getId () : int
getIdEquipa () :int
getImagePNG () : String
getTeam () : Equipa
toString () : String
Equipa
id : int
crazyPieces : ArrayList<CrazyPiece>
inGameCrazyPieces : ArrayList<CrazyPiece>
cntValidPlays : int
cntInvalidPlays : int
Equipa (id : int)
getId () : int
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