

dev.lavertu.banshee

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Soldier

-isCaptured: bool = false  
-isFaceUp: bool = false  
-RANK: int = 1 {readOnly}  
-color: Color  
-position: Coordinate

+Pawn(Coordinate, Color):  
+setPosition(Location):  
+isCaptured(): bool  
+isFaceUp(): bool  
+getRank(): int  
+getColor(): Color  
+getPosition(): Coordinate  
+toString(): String

Cannon

-isCaptured: bool = false  
-isFaceUp: bool = false  
-RANK: int = 4 {readOnly}  
-color: Color  
-position: Coordinate

+Cannon(Coordinate, Color):  
+setPosition(Location):  
+isCaptured(): bool  
+isFaceUp(): bool  
+getRank(): int  
+getColor(): Color  
+getPosition(): Coordinate  
+toString(): String

Chariot

-isCaptured: bool = false  
-isFaceUp: bool = false  
-RANK: int = 6 {readOnly}  
-color: Color  
-position: Coordinate

+Cart(Coordinate, Color):  
+isCaptured(): bool  
+isFaceUp(): bool  
+getRank(): int  
+getColor(): Color  
+getPosition(): Coordinate  
+toString():String

<<interface>>  
iPiece

+capture(Location):iPiece  
+setPosition(Location):  
+isCaptured(): bool  
+isFaceUp(): bool  
+getRank(): int  
+getColor(): Color  
+getPosition(): Coordinate  
+toString():String

Advisor

-isCaptured: bool = false  
-isFaceUp: bool = false  
-RANK: int = 3 {readOnly}  
-color: Color  
-position: Coordinate

+Guard(Coordinate, Color):  
+isCaptured(): bool  
+isFaceUp(): bool  
+getRank(): int  
+getColor(): Color  
+getPosition(): Coordinate  
+toString(): String

Horse

-isCaptured: bool = false  
-isFaceUp: bool = false  
-RANK: int = 5 {readOnly}  
-color: Color  
-position: Coordinate

+Horse(Coordinate, Color):  
+isCaptured(): bool  
+isFaceUp(): bool  
+getRank(): int  
+getColor(): Color  
+getPosition(): Coordinate  
+toString(): String

Elephant

-isCaptured: bool = false  
-isFaceUp: bool = false  
-RANK: int = 2 {readOnly}  
-color: Color  
-position: Coordinate

+Elephant(Coordinate, Color):  
+isCaptured(): bool  
+isFaceUp(): bool  
+getRank(): int  
+getColor(): Color  
+getPosition(): Coordinate  
+toString(): String

General

-isCaptured: bool = false  
-isFaceUp: bool = false  
-RANK: int = 7 {readOnly}  
-color: Color  
-position: Coordinate

+King(Coordinate, Color):  
+isCaptured(): bool  
+isFaceUp(): bool  
+getRank(): int  
+getColor(): Color  
+getPosition(): Coordinate  
+toString(): String

EmptyPiece

-isCaptured: bool = false  
-isFaceUp: bool = true  
-RANK: int = 0 {readOnly}  
-color: Color = NEUTRAL  
-position: Coordinate

+Guard(Coordinate, Color):  
+isCaptured(): bool  
+isFaceUp(): bool  
+getRank(): int  
+getColor(): Color  
+getPosition(): Coordinate  
+toString(): String

Coordinate

-int: row  
-int: column

+Coordinate(int, int):  
+getRow(): int  
+getCol(): int  
+setRow(): void  
+setColumn(): void

<<enumeration>>  
Color

BLACK  
WHITE  
NEUTRAL

Move

-to:Coordinate  
-from: Coordinate  
-moveType: MoveType

+Move(Coordinate, Coordinate, MoveType)  
+getTo(): Coordinate  
+getFrom(): Coordinate  
+getMoveType(): MoveType  
+toString(): String

<<interface>>  
MoveType

FLIP  
CAPTURE  
TRAVEL

Game

-player1: Player  
-player2: Player  
-gameBoard: GameBoard  
-gameId: String  
-gameOver: bool = false  
-playerForfeit: bool = false  
-forfeitPlayer: Player  
-turn: Player

+Game(Player, Player)  
+makeMove(Move)  
+performCapture(Move): void  
+performTravel(Move): void  
+performFlip(Move): void  
+printGameBoard(): String

<<throws>>

IllegalMoveException

ServerCommandParser

-parser: Scanner  
-game: Game

+ServerCommandParser(Game)  
+listen(): void  
-handleInput(String): void  
+getParser(): Scanner  
+getGame(): Game

Player

-name: String  
-playerId: String  
-myPieces: ArrayList<iPiece>

+Player(String)  
+getName(): String  
+getMyPieces(): ArrayList<iPiece>

GameBoard

-board: iPiece[][]  
-COLS: int = 8 {readOnly}  
-ROWS: int = 4 {readOnly}

+GameBoard():  
+pieceAt(int, int): iPiece  
+addPiece(Coordinate, iPiece): void  
+removePiece(Coordinate): iPiece  
+toString(): String