

dev.lavertu.banshee

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Pawn

-isCaptured: bool
-isFaceUp: bool
-rank: int
-color: Color
-position: Coordinate

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

Cannon

-isCaptured: bool
-isFaceUp: bool
-rank: int
-color: Color
-position: Coordinate

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

Cart

-isCaptured: bool
-isFaceUp: bool
-rank: int
-color: Color
-position: Coordinate

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

<<interface>>

Piece

+capture(Location):Piece
+move(Location)

Guard

-isCaptured: bool
-isFaceUp: bool
-rank: int
-color: Color
-position: Coordinate

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

Horse

-isCaptured: bool
-isFaceUp: bool
-rank: int
-color: Color
-position: Coordinate

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

Elephant

-isCaptured: bool
-isFaceUp: bool
-rank: int
-color: Color
-position: Coordinate

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

King

-isCaptured: bool
-isFaceUp: bool
-rank: int
-color: Color
-position: Coordinate

+King(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
+setCol(): void

<<enumeration>>

Color

BLACK
WHITE
NEUTRAL

GameBoard

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

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