

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

Game

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

+Game(Player, Player)
+makeMove(Move)

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

<<interface>>
MoveType

FLIP
CAPTURE
TRAVEL

Move

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

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

Player

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

+getName(): String
+getMyPieces(): ArrayList<iPiece>
+getColor(): Color