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| Class Name | Game | Description |
| Atributes | - Interface Model | Collaborator between the game class and the other aspects of the game. |
|  | - Player firstPlayer | To keep track of the first player to be given to round. |
|  | - Player X | To keep track of the player who is assigned ‘X’ to fill in squares |
|  | - Player O | To keep track of the player who is assigned ‘O’ to fill in squares |
| Methods | + Game(Interface) | Creates a new game being given the Interface that it will be collaborating with. Makes new Player's and assigns representations to them Player X is one Player O is 2. Does a while loop with decideGameWin() and calls PermuteRound(). |
|  | + determineFirst():Player | Will check if both players points are at 0.  If they are, then a random integer is created either being 0 or 1. 0 means player 1 goes first. 1 means player 2 goes first.  If they are not, then whoever is not the first player currently, becomes the first player. |
|  | + permuteRound():void | Called to create a new round and run the round with the round constructor as follows:  If firstPlayer==Player x. Round(Player X,Player O, Model)  Otherwise, Round(Player O, Player X, Model). It then synchronizes with the new Round and waits for the Round to notifyAll() that it is finished. Catches InterupptedException and returns from it. Uses while loop with round.wait() inside with checkRoundWin() as parameter to determine when round is over and safe to not wait anymore. Calls calculatePoints() in round. |
|  | + decideGameWin():boolean | Checks to see if game has a winner by the following:  If one player has above 900 points and the other does not, that player is the winner of the game. Returns True and then should end game.  If both players have above 900, player with highest amount of points is the winner of the game. Returns True and then should end game.  If neither player wins, returns false and then should start new round. |
|  | +getPlayerX(): Player | return Player X |
|  | +getPlayerO(): Player | return Player O |