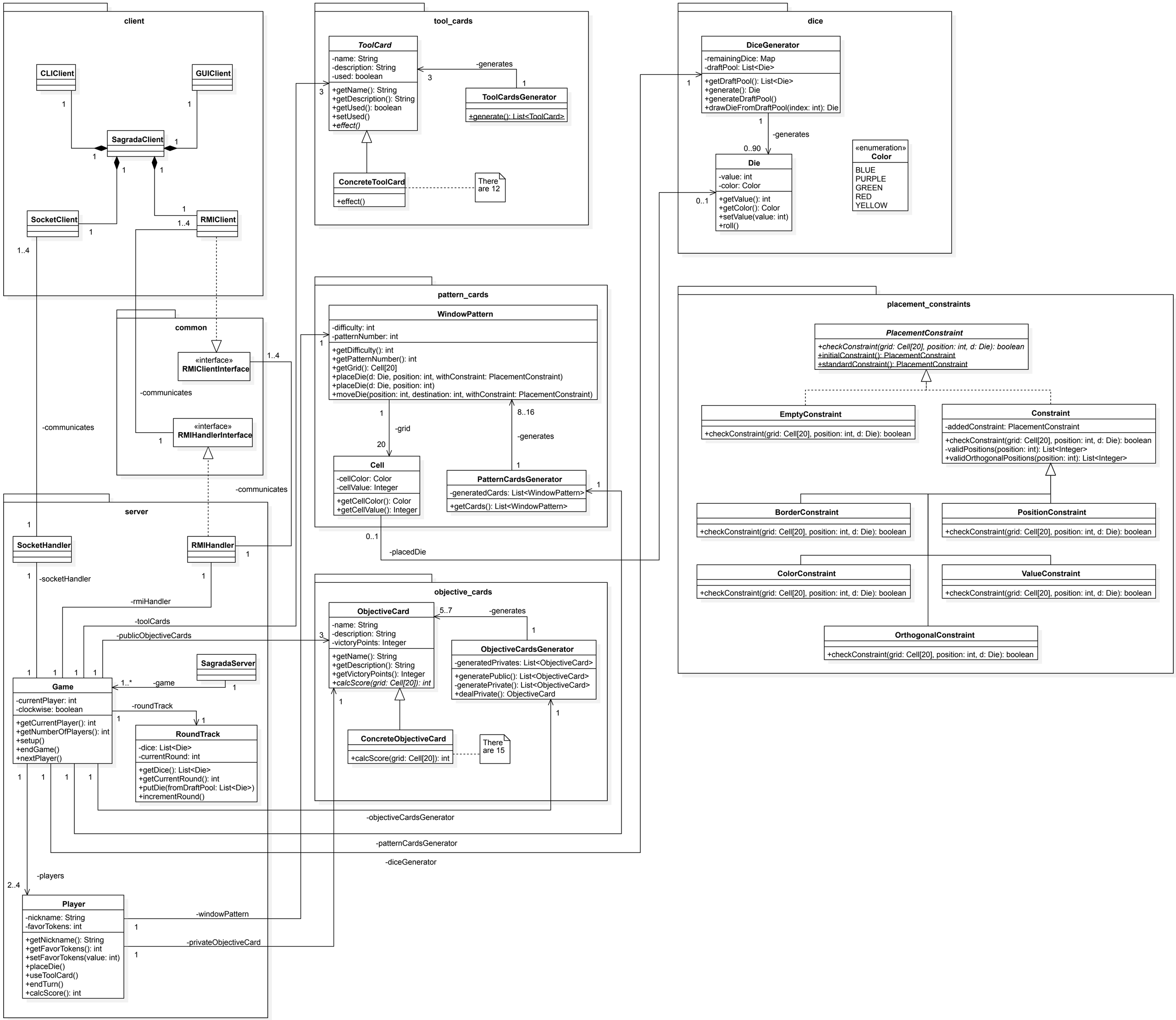
client
CLIClient
GUIClient
SagradaClient
SocketClient
RMIClient
tool_cards
ToolCard
-name: String
-description: String
-used: boolean
+getName(): String
+getDescription(): String
+getUsed(): boolean
+setUsed()
+effect()
-generates
ToolCardsGenerator
+generate(): List<ToolCard>
ConcreteToolCard
+effect()
There are 12
dice
DiceGenerator
-remainingDice: Map
-draftPool: List<Die>
+getDraftPool(): List<Die>
+generate(): Die
+generateDraftPool()
+drawDieFromDraftPool(index: int): Die
-generates
Die
-value: int
-color: Color
+getValue(): int
+getColor(): Color
+setValue(value: int)
+roll()
«enumeration»
Color
BLUE
PURPLE
GREEN
RED
YELLOW
common
«interface»
RMIClientInterface
-communicates
«interface»
RMIHandlerInterface
-communicates
-communicates
pattern_cards
WindowPattern
-difficulty: int
-patternNumber: int
+getDifficulty(): int
+getPatternNumber(): int
+getGrid(): Cell[20]
+placeDie(d: Die, position: int, withConstraint: PlacementConstraint)
+placeDie(d: Die, position: int)
+moveDie(position: int, destination: int, withConstraint: PlacementConstraint)
-grid
-generates
Cell
-cellColor: Color
-cellValue: Integer
+getCellColor(): Color
+getCellValue(): Integer
PatternCardsGenerator
-generatedCards: List<WindowPattern>
+getCards(): List<WindowPattern>
-placedDie
placement_constraints
PlacementConstraint
+checkConstraint(grid: Cell[20], position: int, d: Die): boolean
+initialConstraint(): PlacementConstraint
+standardConstraint(): PlacementConstraint
EmptyConstraint
+checkConstraint(grid: Cell[20], position: int, d: Die): boolean
Constraint
-addedConstraint: PlacementConstraint
+checkConstraint(grid: Cell[20], position: int, d: Die): boolean
-validPositions(position: int): List<Integer>
+validOrthogonalPositions(position: int): List<Integer>
BorderConstraint
+checkConstraint(grid: Cell[20], position: int, d: Die): boolean
PositionConstraint
+checkConstraint(grid: Cell[20], position: int, d: Die): boolean
ColorConstraint
+checkConstraint(grid: Cell[20], position: int, d: Die): boolean
ValueConstraint
+checkConstraint(grid: Cell[20], position: int, d: Die): boolean
OrthogonalConstraint
+checkConstraint(grid: Cell[20], position: int, d: Die): boolean
server
SocketHandler
RMIHandler
-socketHandler
-rmiHandler
-toolCards
-publicObjectiveCards
SagradaServer
Game
-currentPlayer: int
-clockwise: boolean
+getCurrentPlayer(): int
+getNumberOfPlayers(): int
+setup()
+endGame()
+nextPlayer()
-game
-roundTrack
RoundTrack
-dice: List<Die>
-currentRound: int
+getDice(): List<Die>
+getCurrentRound(): int
+putDie(fromDraftPool: List<Die>)
+incrementRound()
objective_cards
ObjectiveCard
-name: String
-description: String
-victoryPoints: Integer
+getName(): String
+getDescription(): String
+getVictoryPoints(): Integer
+calcScore(grid: Cell[20]): int
-generates
ObjectiveCardsGenerator
-generatedPrivates: List<ObjectiveCard>
+generatePublic(): List<ObjectiveCard>
-generatePrivate(): List<ObjectiveCard>
+dealPrivate(): ObjectiveCard
ConcreteObjectiveCard
+calcScore(grid: Cell[20]): int
There are 15
-objectiveCardsGenerator
-patternCardsGenerator
-diceGenerator
-players
Player
-nickname: String
-favorTokens: int
+getNickname(): String
+getFavorTokens(): int
+setFavorTokens(value: int)
+placeDie()
+useToolCard()
+endTurn()
+calcScore(): int
-windowPattern
-privateObjectiveCard