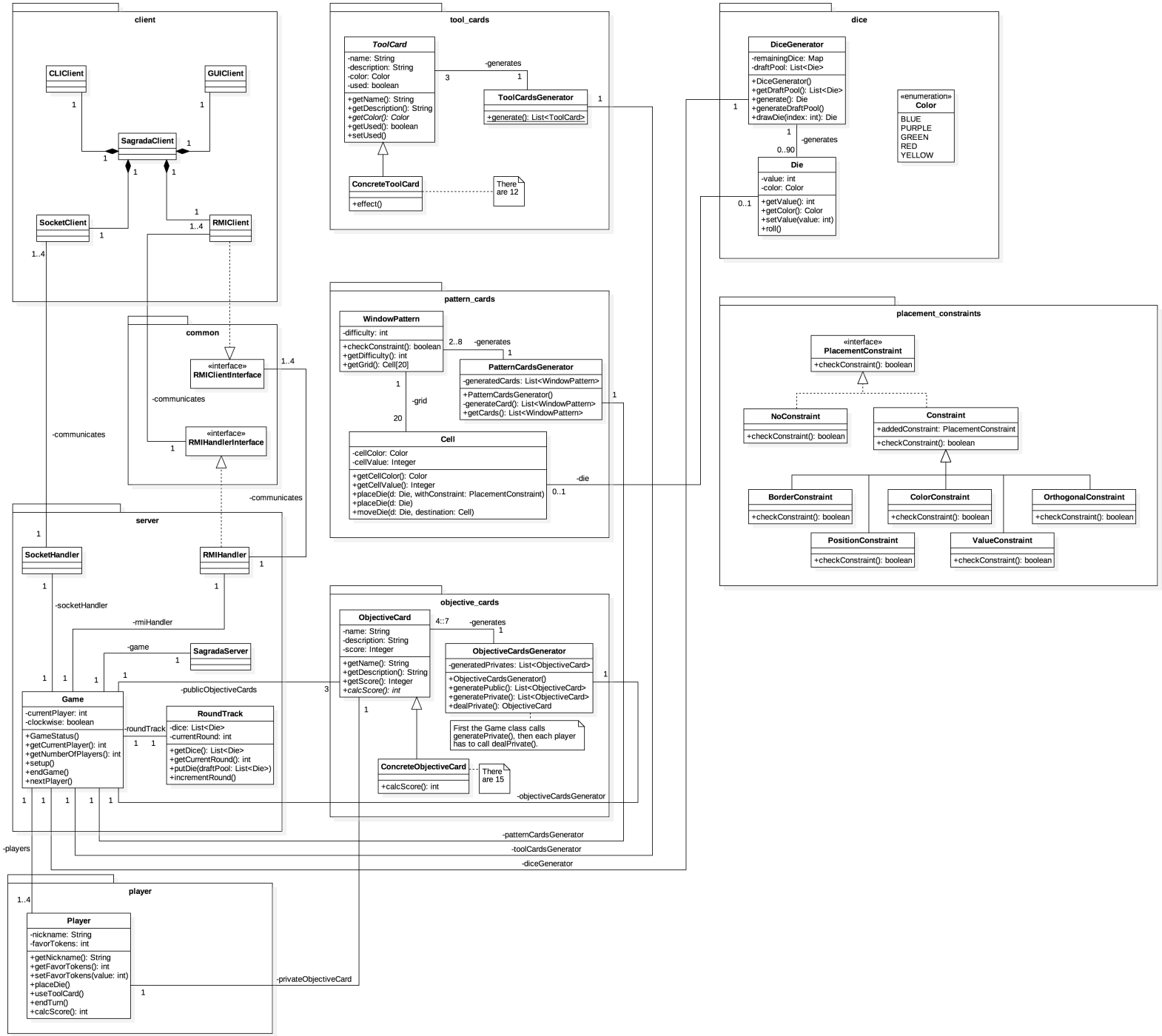
client
CLIClient
GUIClient
SagradaClient
SocketClient
RMIClient
common
«interface»
RMIClientInterface
«interface»
RMIHandlerInterface
-communicates
-communicates
-communicates
server
SocketHandler
RMIHandler
-socketHandler
-rmiHandler
-game
SagradaServer
-publicObjectiveCards
Game
-currentPlayer: int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