

UML diagrams

Main
main

TankTactics (JFrame) [ActionListener]
JButton[][] buttons FieldElement[][] fieldElements Tank currentPlayer Tank[] players Booster[] boosters long startingTime int cycleLength Timer clock Tank[] alive Tank[] jury DOT_Tank[] DOT Scanner reader JTextField actions JButton rules boolean rulesShown JPanel panel
draw newLogin getCurrentPlayer getFieldElements getButtons getPlayers getAlive getJury setFieldElements setButtons setPlayers setAlive setJury setActionsText newGame

FieldElement [ActionListener]
Color color int x int y JButton button String name
draw getX

getY
getName
getTankTactics
getButton
setButton

abstract Tank (FieldElement)

int power
int shootingRange
int movementRange
int life
int maxLife
int energy
int maxEnergy
int votes
String password
TankTactics game
boolean onJumper
boolean atMax
boolean onShooter

static final String AOE
static final String DOT
static final String LIGHT
static final String HEAVY
static final String BALANCED

upgradePower
upgradeShootingRange
upgradeMovementRange
heal
upgradeMaxLife
upgradeEnergy
upgradeMaxEnergy
abstract upgradeSpecial
getVote
getPassword
hit
getPower
getShootingRange
getMovementRange
getLife
getMaxLife
getEnergy
getMaxEnergy
abstract getType
abstract getSpecial
abstract getSpecialText
upgradeMenu
toToolTipText
setOnJumper
getOnJumper

getOnShooter setOnShooter resetVotes gainVotes

AOE_Tank (Tank)

int areaOfEffect

DOT_Tank (Tank)

int damageOverTime Tank[] targets int[] times

newCycle

LightTank (Tank)

int energyGain

HeavyTank (Tank)

int armor

BalancedTank (Tank)

int lifeGain

abstract Booster (FieldElement)

int strength

static final String POWER static final String SHOOTING_RANGE static final String MOVEMENT_RANGE static final String HEAL static final String MAX_LIFE static final String ENERGY static final String MAX_ENERGY

static final String SPECIAL static final String SHOOT static final String JUMPER static final String UNKNOWN static final String HIDDEN

getStrength abstract getType

PowerBooster (Booster)

ShootingRangeBooster (Booster)

MovementRangeBooster (Booster)

Healer (Booster)

MaxLifeBooster (Booster)

EnergySupplier (Booster)

MaxEnergyBooster (Booster)

SpecialBooster (Booster)

Shooter (Booster)

Jumper (Booster)

UnknownBooster (Booster)

HiddenBooster (Booster)

DebuffOtherPlayers (Booster)

Relationship diagram

