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 rulesShowed boolean full boolean override String sound JPanel panel
draw newLogin getCurrentPlayer getFieldElements getButtons getPlayers getAlive getJury setFieldElements setButtons setPlayers setAlive setJury setActionsText playSound 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

Key:
Orange – API
Light blue - abstract