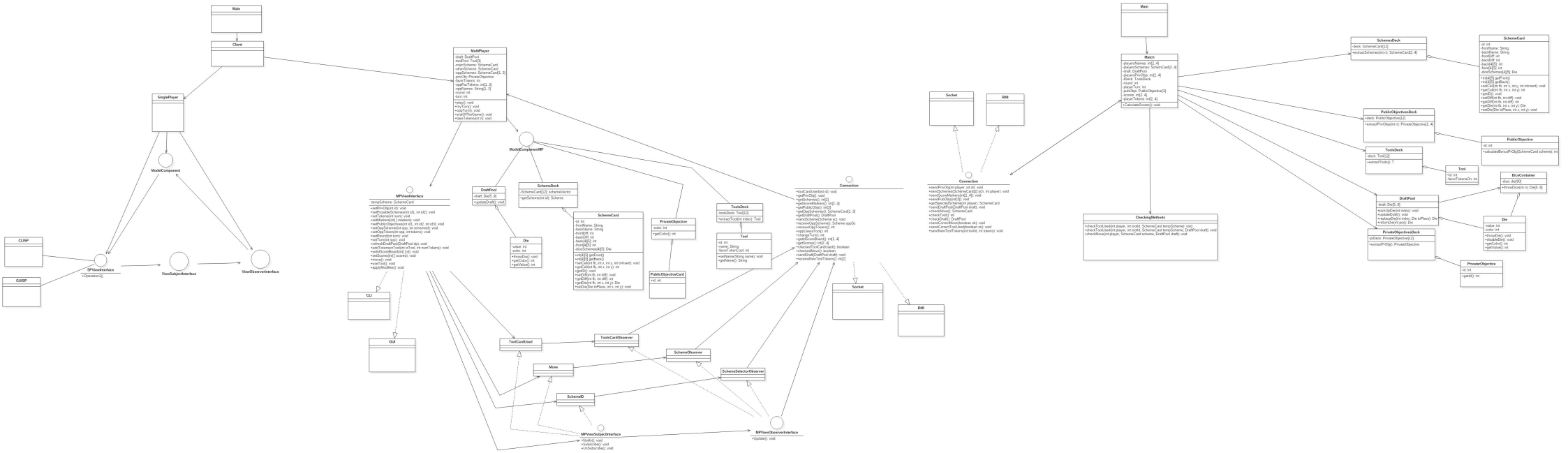
Main
Client
SinglePlayer
ModelComponent
CLISP
GUISP
SPViewInterface
+Operation(x):
ViewSubjectInterface
ViewObserverInterface
MultiPlayer
-draft: DraftPool
-toolPool: Tool[3]
-mainScheme: SchemeCard
-otherScheme: SchemeCard
-publicObj: PublicObjective[3]
-privObj: PrivateObjective
-favorTokens: int
-oppFavTokens: int[1..3]
-oppNames: String[1..3]
-turn: int
-score: int
+play(): void
+myTurn(): void
+oppTurn(): void
+endOfTheGame(): void
+giveTokens(int n): void
ModelComponentMP
MPViewInterface
-tempScheme: SchemeCard
+setPrivObj(int id): void
+setPrivateSchemes(int n1, int n2): void
+setTokens(int num): void
+setMarkers(int[] markers): void
+setPublicObj(int n1, int n2, int n3): void
+setOppScheme(int opp, int scheme): void
+setOppToken(int opp, int tokens): void
+setRound(int turn): void
+setTurn(int opp): void
+setDraftPool(DraftPool dp): void
+setToolCardUsed(int id?int, int numTokens): void
+setEndScoreBoard(int[] id): void
+setScores(int[] scores): void
+move(): void
+useTool(): void
+applyMoves(): void
CLI
GUI
DraftPool
-draft: Die[5..9]
+updateDraft(): void
Die
-color: int
+throwDie(): void
+getColor(): int
+getValue(): int
SchemeDeck
-SchemeCard[12]: schemeVector
+getScheme(int id): Scheme
SchemeCard
-id: int
-frontName: String
-backName: String
-frontDiff: int
-backDiff: int
-frontId[3]: int
-backId[3]: int
-diceSchemes[4][5]: Die
+int[4][5] getFront()
+int[4][5] getBack()
+setCell(int fb, int x, int y, int tolmset): void
+getCell(int fb, int x, int y): int
+getID(): void
+setDiff(int fb, int diff): void
+getDiff(int fb, int diff): int
+getDie(int fb, int x, int y): Die
+setDie(int fb, int x, int y): void
+setDie(Die toPlace, int x, int y): void
PrivateObjective
-color: int
+getColor(): int
PublicObjectiveCard
-id: int
ToolsDeck
-toolDeck: Tool[12]
+extractTool(int index): Tool
Tool
-id: int
-name: String
-favorTokenCost: int
+setName(String name): void
+getName(): String
Connection
+toolCardUsed(int id): void
+getPrivObj(): void
+getSchemes(): void
+getScoreMarkers(): int[2..4]
+getPublicObj(): int[3]
+getOppSchemes(): SchemeCard[1..3]
+getDraftPool(): DraftPool
+receiveMarkers(int[] m): void
+receiveOppScheme(): Scheme oppSc
+receiveOppTokens(): int
+oppUsesTool(): int
+changeTurn(): int
+getPlayerNames(): int[2..4]
+getScores(): int[2..4]
+checkedToolCardUsed(): boolean
+checkedMove(): boolean
+sendDraftDraftPool draft): void
+receiveNewToolTokens(): int[2]
Socket
RMI
Connection
+sendPrivObj(int player, int id): void
+sendSchemes(SchemeCard[2] sch, int player): void
+sendScoreMarkers(int[2..4]): void
+sendPublicObj(int[3]): void
+getSelectedScheme(int player): SchemeCard
+sendDraftPool(DraftPool draft): void
+checkMove(): SchemeCard
+checkTool(): int
+sendTool(Tool t): void
+sendScoreBoard(boolean ok): void
+sendCorrectToolUsed(boolean ok): void
+sendNewToolTokens(int toolId, int tokens): void
Socket
RMI
ToolCardUsed
ToolCardObserver
SchemeObserver
SchemeSelectorObserver
Move
SchemeID
MPViewSubjectInterface
+Notify(): void
+Subscribe(): void
+UnSubscribe(): void
MPViewObserverInterface
+Update(): void
Main
Match
-playerNames: int[2..4]
-playersSchemes: SchemeCard[2..4]
-draft: DraftPool
-playersPrivObjs: int[2..4]
-Deck: ToolsDeck
-round: int
-totalTurn: int
-pubObjs: PublicObjective[3]
-scores: int[2..4]
-playerTokens: int[2..4]
+CalculateScores(): void
CheckingMethods
+checkToolUsed(int player, int toolId, SchemeCard tempScheme): void
+checkToolUsed(int player, int toolId, SchemeCard tempScheme, DraftPool draft): void
+checkMove(int player, SchemeCard scheme, DraftPool draft): void
SchemesDeck
-deck: SchemeCard[12]
+extractScheme(int n): SchemeCard[2..4]
SchemeCard
-id: int
-frontName: String
-backName: String
-frontDiff: int
-backDiff: int
-frontId[3]: int
-backId[3]: int
-diceSchemes[4][5]: Die
+int[4][5] getFront()
+int[4][5] getBack()
+setCell(int fb, int x, int y, int tolmset): void
+getCell(int fb, int x, int y): int
+getID(): void
+setDiff(int fb, int diff): void
+getDiff(int fb, int diff): int
+getDie(int fb, int x, int y): Die
+setDie(Die toPlace, int x, int y): void
PublicObjectivesDeck
+deck: PublicObjective[12]
+extractPrivObj(int n): PrivateObjective[2..4]
PublicObjective
-id: int
+calculateBonusPrObj(SchemeCard scheme): Int
ToolsDeck
-deck: Tool[12]
+extractTool(x): T
Tool
+id: int
-favorTokenCo: int
DiceContainer
-dice: die[X]
+throwDice(int n): Die[5..9]
DraftPool
-draft: Die[5..9]
+pickUp(Dice index): void
+placeDie(): void
+rerollDraft(Die tmp, Die toPlace): Die
+returnDie(int pos): Die
Die
-value: int
-color: int
+throwDie(): void
+doubleDie(): void
+getColor(): int
+getValue(): int
PrivateObjectiveDeck
-prDeck: PrivateObjective[12]
+extractPrObj(): PrivateObjective
PrivateObjective
-id: int
+getID(): int