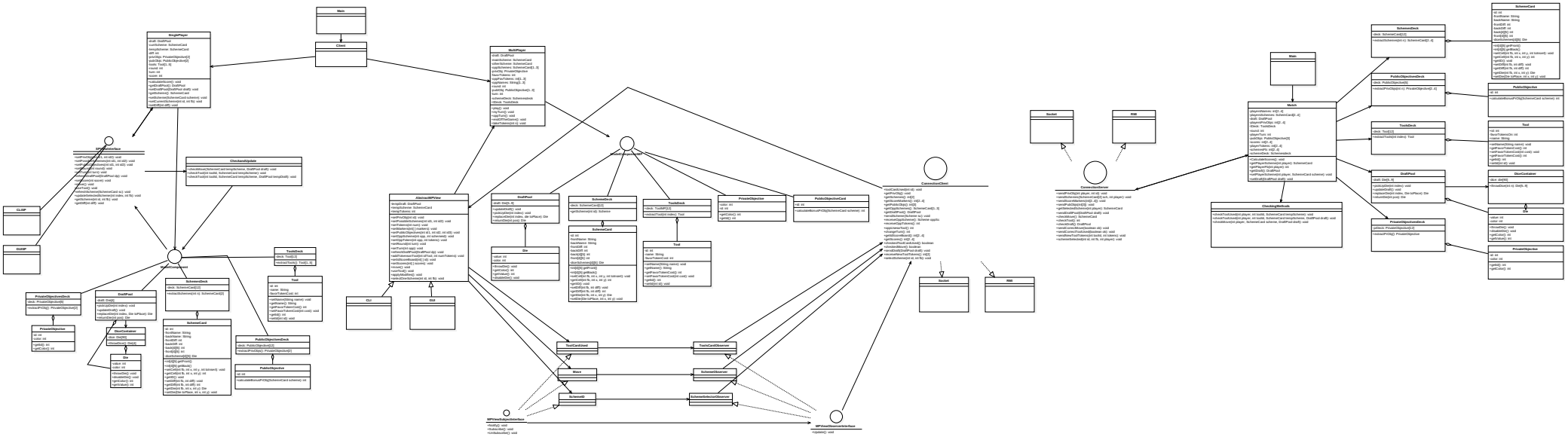
Model::Main


Main
Client
SinglePlayer
draft: DraftPool
currSchemes: SchemeCard
tempSchemes: SchemeCard
round: int
privObj: PrivateObjective[2]
pubObj: PublicObjective[2]
turn: int[2, 3]
round: int
turn: int
scale: int
+calculateScore(): void
+setPlayers(): void
+setDraftPool(DraftPool draft): void
+getSchemes(): SchemeCard
+setCurrSchemes(SchemeCard scheme): void
+setTempSchemes(SchemeCard, int fb): void
+setDiff(int diff): void
MPViewInterface
+setPrivObj(int[2, 1], int id2): void
+setPubObjs(int[2, 2], int id1, int id2): void
+setPlayers(int[2, 1], int id1, int id2): void
+setRound(int round): void
+setTempSchemes(Card): void
+setDraftPool(DraftPoolPool dp): void
+setTurn(int[2, 3], int turn): void
+setScore(): void
+setTool(): void
+setCurrSchemes(SchemeCard sc): void
+updateSelectedSchemes(int index, int fb): void
+getSchemes(int id, int fb): void
+getDiff(int diff): void
CLISP
GUISP
ServerSocket
CheckandUpdate
+checkMove(SchemeCard tempScheme, DraftPool draft): void
+checkToolUse(int toolId, SchemeCard tempScheme): void
ToolsDeck
-deck: Tool[11]
+extractTool(): Tool[1, 3]
SchemesDeck
-deck: SchemeCard[1]
+extractSchemes(int n): SchemeCard[2]
DraftPool
-draft: Die[1, 3]
+pickDie(int index): void
+updateDraft(): void
+replaceDie(int index, Die toPlace): Die
+returnDie(int pos): Die
PrivateObjectivesDeck
-deck: PrivateObjective[1]
+extractPrivObj(): PrivateObjective[2]
PrivateObjective
-id: int
-color: int
+getID(): int
+getColor(): int
DiceContainer
-dice: Die[90]
+Shuffle(int): Die[1]
Die
-value: int
-color: int
+Roll(int): void
+disableDie(): void
+getValue(): int
+getColor(): int
SchemeCard
-id: int
-frontName: String
-backName: String
-frontDiff: int
-backDiff: int
-frontQ[3]: int
-frontS[3]: int
-diceSchemes[4][5]: Die
+initQ(int[]): void
+initS(int[]): void
+getDiceAt(int, int): void
+setDiceAt(int fb, int x, int y): void
+getID(): void
+getFrontDiff(): int
+getBackDiff(): int
+getQSize(int fb, int x, int y): int
+getSSize(int fb, int x, int y): int
+setDiff(int diff): void
+setDiceSize(int fb, int x, int y): void
Tool
-id: int
-name: String
-favorTokenCost: int
+setName(String name): void
+getName(): String
+setFavorTokenCost(int): void
+setFavorTokenCost(int cost): void
+getID(): int
+setID(int id): void
PublicObjectivesDeck
-deck: PublicObjective[2]
+initializePubObj(): PublicObjective[2]
PublicObjective
-id: int
+calculateBonusPrivObj(SchemeCard scheme): int
AbstractMPView
-tempDraft: DraftPool
-tempSchemes: SchemeCard
-tempTools: Tool
+setPrivObj(int id): void
+setPubObjs(int[2, 2], int id1, int id2): void
+setTokens(int[2, 1], int[2, 2]): void
+setMoves(int[2, 1], int[2, 2]): void
+setRound(int round): void
+setDiff(int[2, 1], int[2, 2], int id1, int id2): void
+setSchemes(int[2, 1], int[2, 2], int id1, int id2): void
+setDiceSchemes(int[2, 1], int[2, 2], int id1, int id2): void
+setDiceSchemes(int sgp, int scheme): void
+setDiceTokens(int sgp, int tokens): void
+setTokens(int sgp): void
+setTurn(int sgp): void
+setInitialDraftPool(DraftPool dp): void
+setSelectedSchemes(int[2, 1], int[2, 1], int[2, 1],