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CSCI345

CRC Cards:

Dice Class	
Generate a random number, 1 through 6	System
	Player
	Casting Office

Player Class	
Roll Dice	Dice
Take turns	Players
Take roles	Scene/Casting
Move	
Act on their role	
Rehearse	
Keep track of their rank	
Keep track of money and credits	

Scene Class	
Keep track of roles	Player
Keeps track of if it has been visited before	System
	Room

Room Class	
Keep track of open roles	Scene
Allow players to take roles	Player
Keep track of shot counters available	Casting Office
Know which rooms are adjacent to it	Board

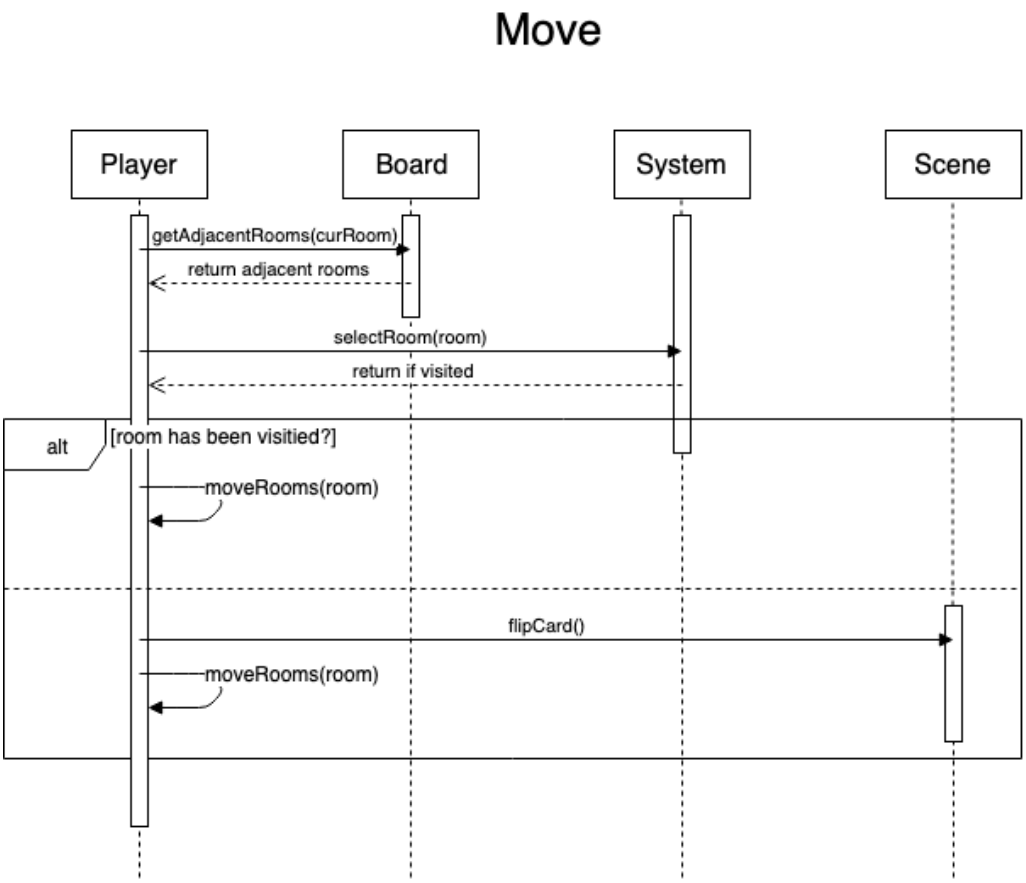
System Class	
Keep track of number of days	
Know the number of players	Player
Control turns for players	
Keep track of number of players	
Keep track of who's turn it is and who's next	

Board Class	
Keep track of the scenes	Scene
Calculate bonuses	Player
Calculate scores	

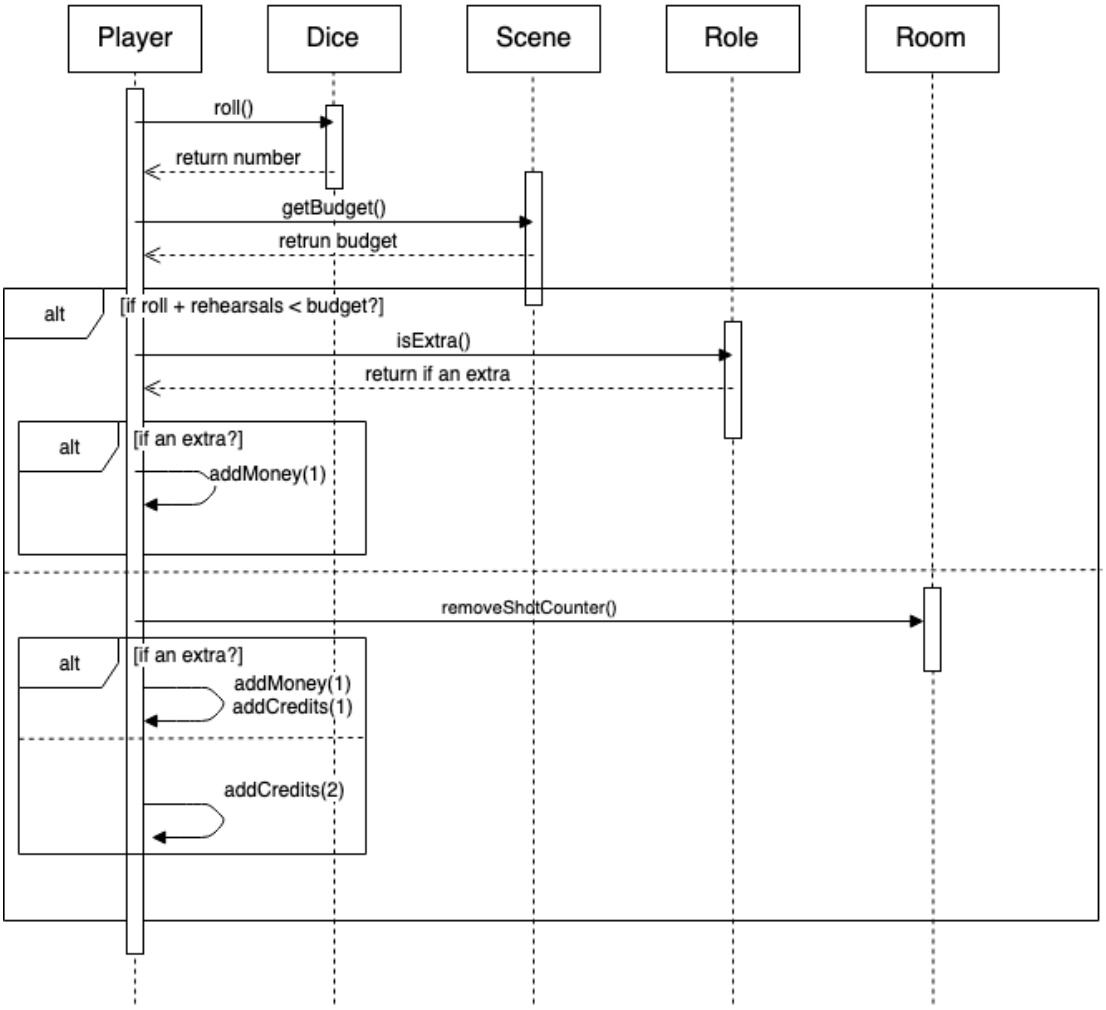
Casting Office Class	
Know all ways a player can upgrade	Player
Take money/credits from players	
Upgrade players' ranks	

Role Class	
Knows what role it is	Player
Knows what rank is required to get this role	Scene
Keep track of the phrase that is on the role	
Keep track of if a player has this role; if so, who	
Knows if this role is on or off the card (extra or main)	

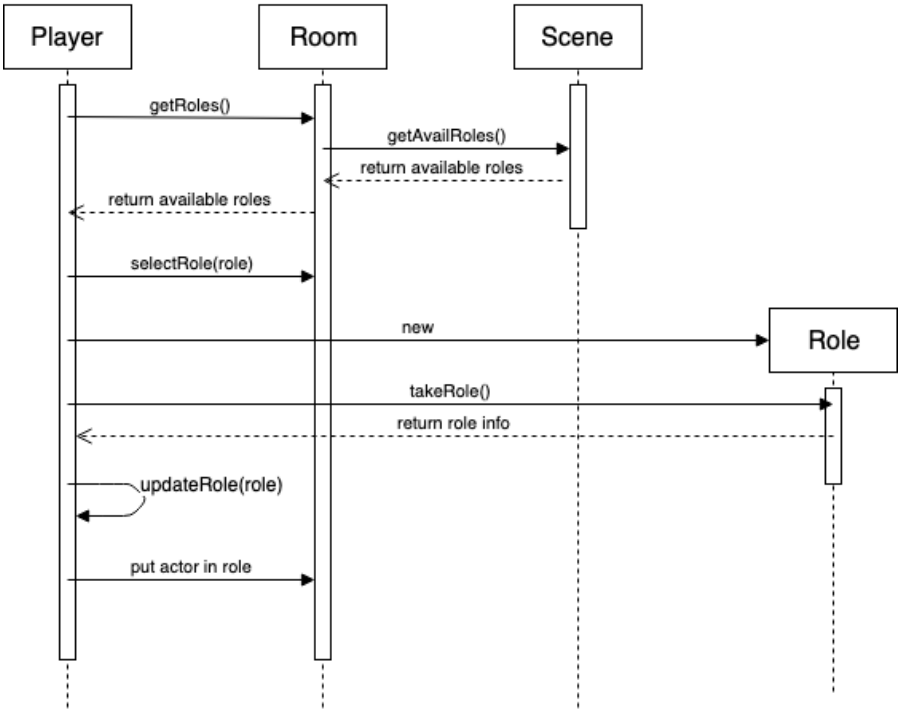
Sequence Diagrams:



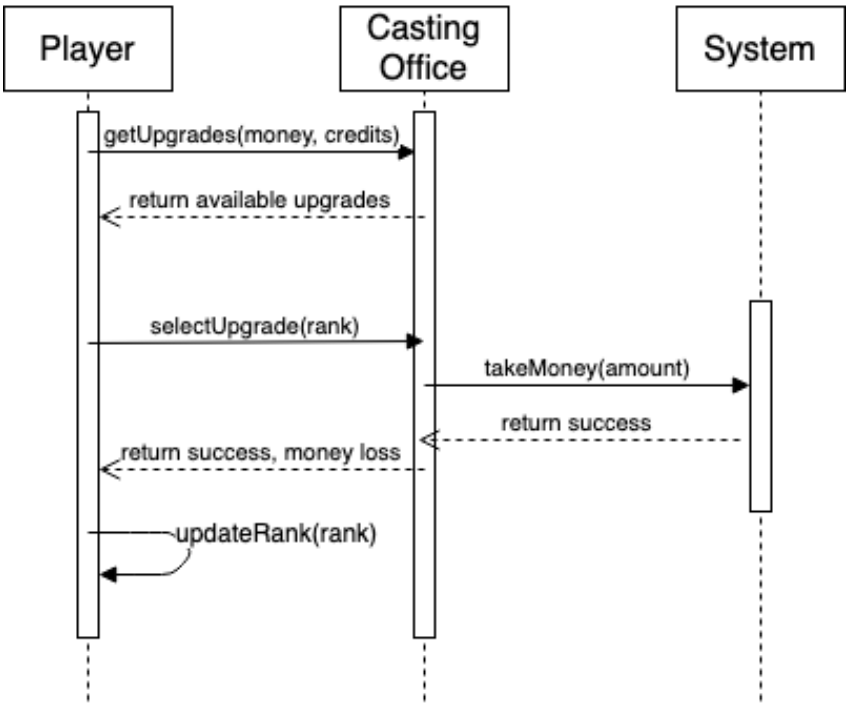
Act


Player
Dice
Scene
Role
Room
roll()
return number
getBudget()
retrun budget
alt
[if roll + rehearsals < budget?]
isExtra()
return if an extra
alt
[if an extra?]
addMoney(1)
removeShotCounter()
alt
[if an extra?]
addMoney(1)
addCredits(1)
addCredits(2)

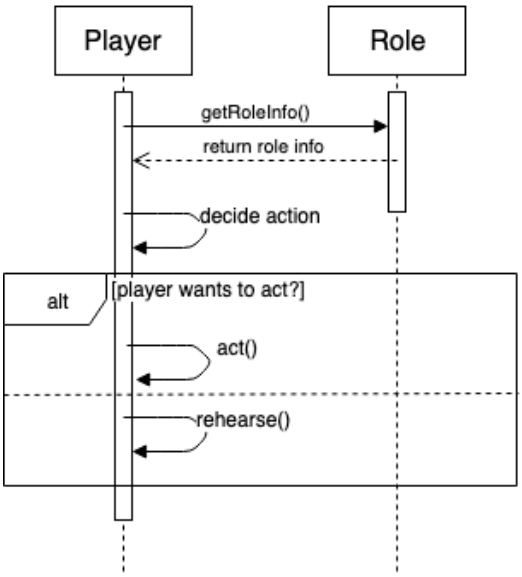
Take a Role



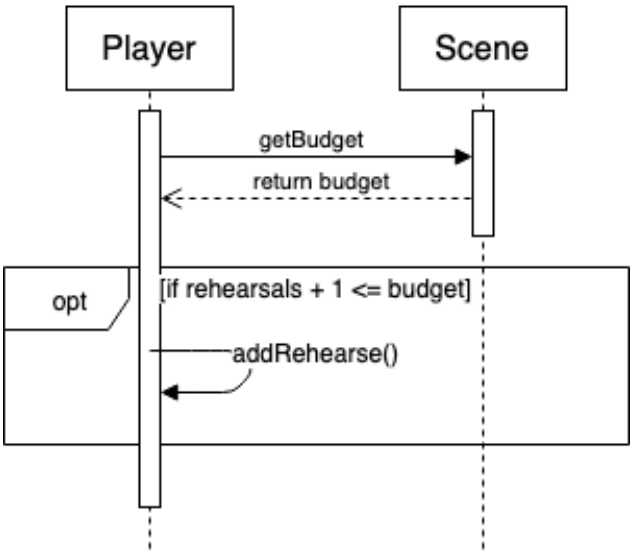
Upgrade



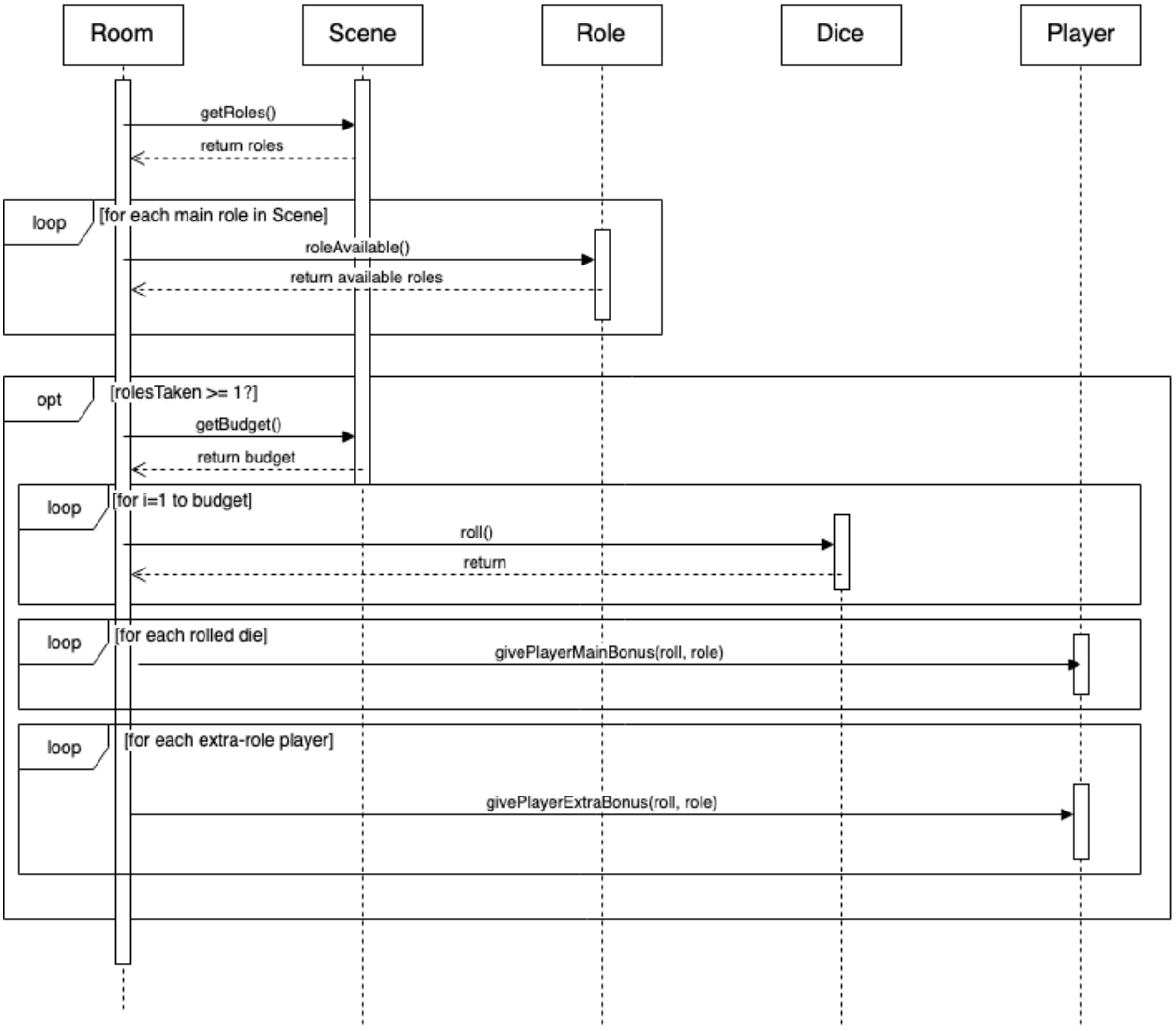
Work On Role



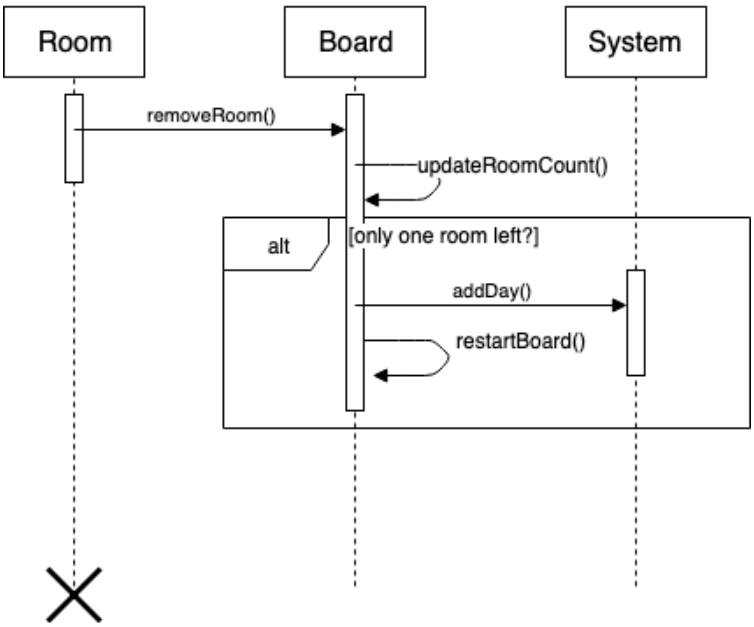
Rehearse



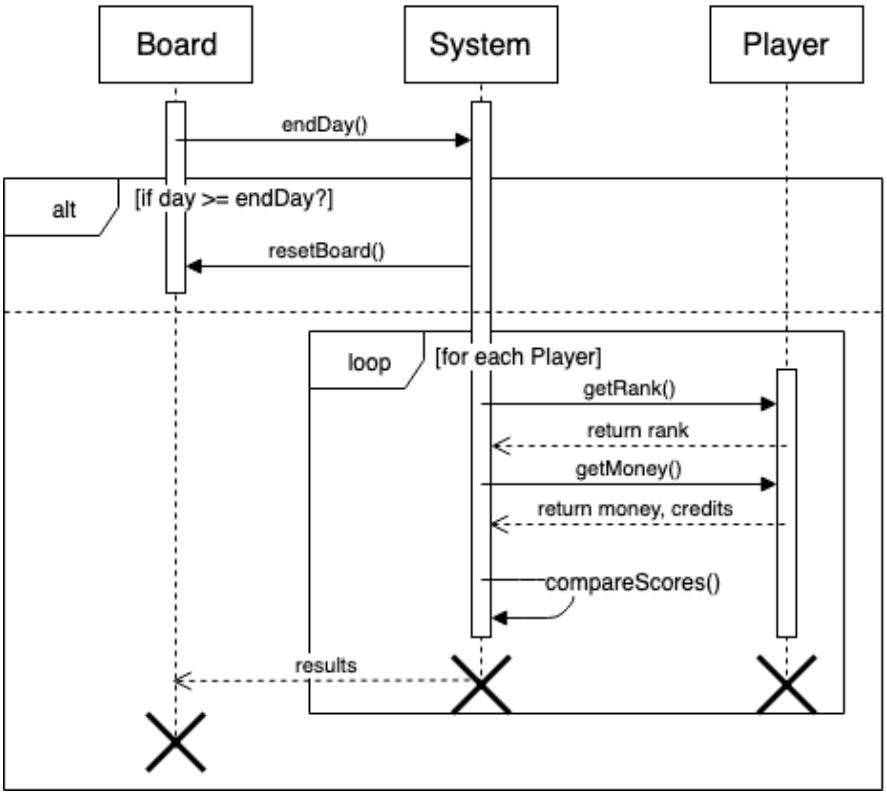
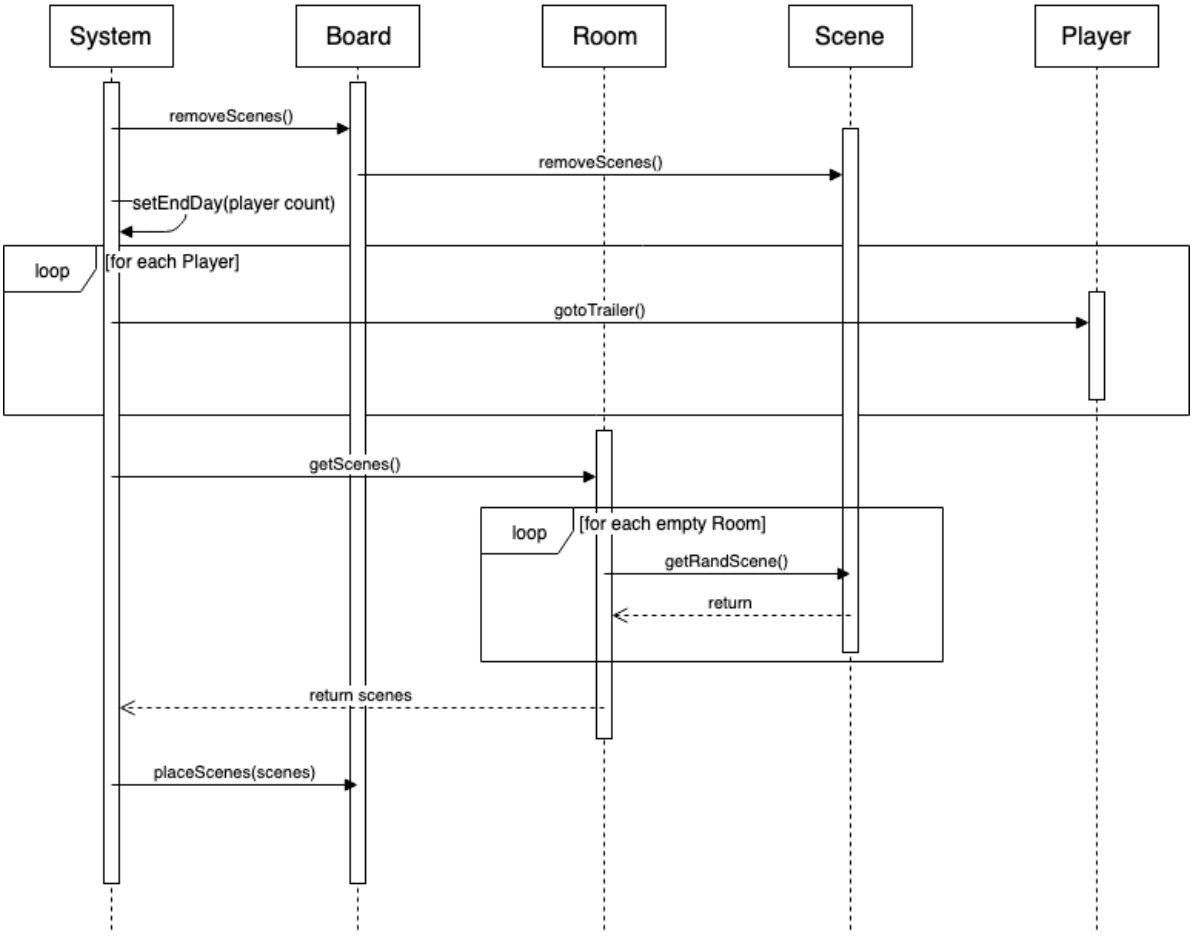
Bonus


Room
Scene
Role
Dice
Player
getRoles()
return roles
loop
[for each main role in Scene]
roleAvailable()
return available roles
opt
[rolesTaken >= 1?]
getBudget()
return budget
loop
[for i=1 to budget]
roll()
return
loop
[for each rolled die]
givePlayerMainBonus(roll, role)
loop
[for each extra-role player]
givePlayerExtraBonus(roll, role)

Wrap Scene



End Day



Start/Restart Board