

Assignment2 Sketch

Player Class

Colour field(enum)	{CYAN, YELLOW, RED, PURPLE}		
state field(enum)	{rotation, movment,placement}		
money field(int)	{money }		
placedRugs(array or int?)	{array of Rugs}	//could also just be an intergaer with rugs left	
inGame(boolean)	{in/out}		

Rug Class

colour field(enum)	{CYAN, YELLOW, RED, PURPLE}		
id(int)	//We will have a list of total rugs somewhere.when a rug is instantiated, its id will be 1+allRugs.lenth.		
	// For an abbreviated rug string, just fo allRugs[id]		
position(IntPairs)	// Check illegal overlap by getting visibleTile of positions; if they are the same, it is illegal.		

Tile Class

coordinate(IntPairs?)		
state(enum)	empty/occupied	
contents	arrya of Rugs	//Visible Tile = last element of contents
containsAssam(boolean)		

Board Class

tiles	(49 elments array of Tiles)	// Some method to count touching carpets.
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Assam Class

currentPosition(IntPair)	//Will require a method that if currentPostion is out of the board, follow the 'mosaic track'		
currentRotation(Int/enum)			