Illuminati Project UML

Group I:

Nasser Alsuhaimi, Ryan Huffman, Leticia Banuelos

****
Card

- String name

+ Card(String name)

SpecialCard

- int ability
- String restrictions
- String advantages

+ SpecialCard(String name)
+ String getName()
+ void specialAbility()
+ String getAdvantages()
+ String getRestrictions()
+ void displayCardInfo()

GroupCard

- int resistance
- String politicalAlignment

+ GroupCard(String name, String politicalAlignment, int resistance, int power)
+ String getName()
+ int getResistance()
+ String getPoliticalAlignment()
+ void displayCardCharacteristics()
+ int getOutwardArrows()
+ int getInwardArrows()

IlluminatiCard

+ IlluminatiCard(String name, int power)
+ String getName()
+ int getPower()
+ int getOutwardArrows()
+ int getInwardArrows()
+ int getIncome()
+ void displayCardInfo()

<interface>
cardContain

+ String specialAbilities
+ int power
+ int income
+ int cardSides
+ int transferPower

+ int inwardArrow()
+ int outwardArrows()
+ int transferPower()

Player

- int name
- int income
- String illuminatiCard
- ArrayList<GroupCard> gcard
- ArrayList<SpecialCard> scard

+ Player(String name, String illuminatiCard)
+ String getName()
+ int getIncome()
+ String getIlluminatiCard()
+ void addGroupCard(GroupCard gc)
+ void addSpecialCard(SpecialCard sp)
+ void gainMoney(int money)
+ void loseMoney(int money)
+ int rollDice()
+ void attackGroup()
+ void controlGroup()
+ void neutralizeGroup()
+ void destroyGroup()
+ void transferMoney(int money)
+ void moveGroup()
+ void giveGroupAway()
+ void dropGroup()
+ void giveAwayMoney(int money)
+ void useSpecialCard()
+ int moveCardEast()
+ int moveCardWest()
+ int moveCardNorth()
+ int moveCardSouth()
+ void drawCard

GamePlay

- int numberOfPlayers
- ArrayList<Player> playerOrder

+ Game(int numberOfPlayers)
+ void shuffle deck()
+ void drawCard()
+ void discardCard()
+ int getNumberOfPlayers()
+ void displayPlayerOrder()
+ void setPlayerOrder()

Die

- int sides
- int dieValue

+ Dice()
+ int roll()
+ int getDieValue()
+ boolean setDieValue(int value)

Bank

- int Money

+ Bank()
+ void giveMoney(int money)
+ void collectMoney(int money)