

Illuminati Project UML

Group I:

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<abstract>  
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 transferPower()  
+ 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 inwardArrow()  
+ int outwardArrows()

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)