UML class diagram - Property Tycoon (Team 22)

central Control startTime: Date duration: Long votes: int endTime: Date mode: String rank: ArrayList <Player> currentPlayer: int players: ArrayList <Player> board: Board dices: Dice bank: Bank jail: Jail addPlayer(Player)

addPlayer(Player)
initPlayers()
firstroll()
nextPlayer()
setEndTime()
getCurrentPlayer()
getPlayers()
getCurrentTime()
getRemainingTime()
getDuration()
timeFormat(long)
leaveGame()
voteEnd()
endGame()
addAgent()
run()
auction()

theboard: HashMap<Int> park: Park jail: Jail PotluckCard: PotluckCard OpportunityknockCard: opportunityknockCard readCSvFile(String) getCell(int)

bice

sides: int[]
diceVal0: int
diceVal1: int
numDouble: int
totalVal: int
goJail: boolean
rollAgain: boolean
doub: boolean

rollDice()

totalValue()

newPlayer()

goToJail()

rollAgain()

setRollDice(int, int)

Player money: int <enumeration> Token location: int boot token: Token smartphone passGo: boolean goblet name: String hatstand releaseCard: int cat Properties: ArrayList<Property> spoon totalvalue: int totalAssets: int rollDices() payReleased() released() addReleaseCard() buyProperty(Property) sellProperty(Property) sellPropertyToPlayer(Player, Property, int) raiseMoney(int) payRent(Property, Player) addMoney() minusMoney() calculateAssets() getCardSize() Extends Agent **PropertyTycoonGame**

game: CentralControl

reader:BufferedReader

main()

playerSetup()

startGame()

propManage(Player)

mainmenu: boolean

run()

rollDices()

autoBuyProperty(Cell)

autoBuild()

searchPropertyBuild()

autoPayRent(Cell)

autoSelectCard(Cell)

autoAuction()

balance: int
properties: ArrayList<Property>
maxOffer: int
sameMaxOffer: int
currentBidder: Player
sameOfferBidder: Player
onAuction: boolean
brownHousesCanBeBuild: int
blueHousesCanBeBuild: int
purpleHousesCanBeBuild: int
redHousesCanBeBuild: int
yellowHousesCanBeBuild: int
greenHousesCanBeBuild: int
deepblueHousesCanBeBuild: int

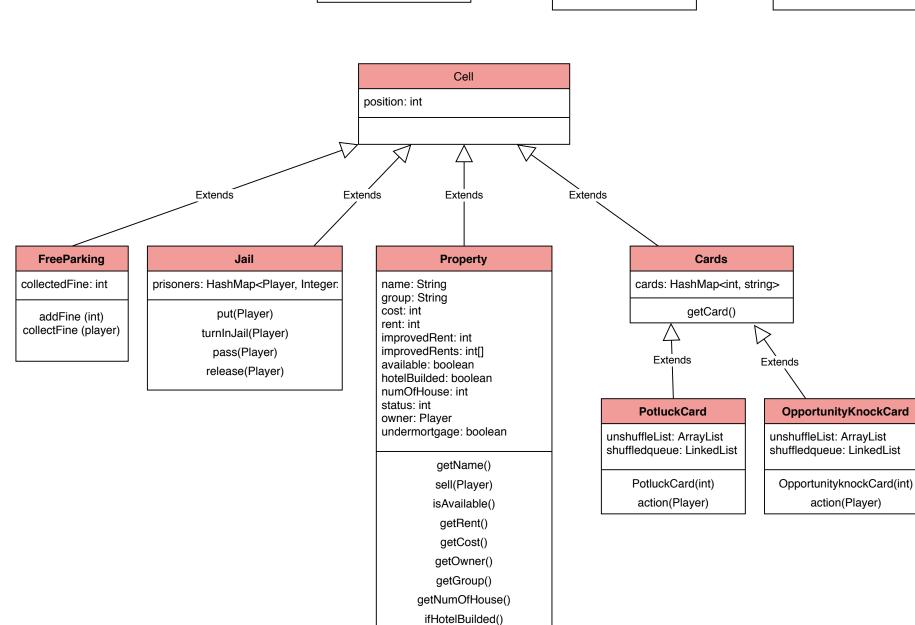
Bank

getBalance() setBalance() addProperty(Property) addBalance(int) buyProperty(Player, Property) sellProperty(Player, Property) buildHouse(Player, Property) changePermittedHouses(String) sellHouse(Player, Property) buildHotel(Player, Property) sellHotel(Player, Property) checkPermission(Player, Property) distributeCash(Player, int) startAuction() isOnAuction() bid(Property, Player, int) getCurrentBidder() getMaxOffer() getHousePrice(Property)

GameGUI

game: CentralControl
gui: GameGUI
st: Token
fullGame: boolean
running: boolean

initComponents() exitMenuItemActionPerformed(evt) startFullGameActionPerformed(evt) btnStartGameActionPerformed(evt) tokenListValueChanged(evt) startAbridgedGameActionPerformed(evt) btnAddPlayerActionPerformed(evt) btnNextPlayerActionPerformed(evt) btnRollDiceActionPerformed(evt) btnBuyPropActionPerformed(evt) btnViewPropActionPerformed(evt) tatsMenuItemActionPerformed(evt) btnUpgradeActionPerformed(evt) btnMortgageActionPerformed(evt) txtGameLengthActionPerformed(evt) updateGUI() createOwnedProp() createTokenList() createPlayerList() createStatsTable() Start()



buildHouse()
sellHouse()
buildHotel()
sellHotel()
changeOwner()
setStatus()
mortgage(Bank, Player)
setAvailable(boolean)
liquidate(Bank, Player)
getStatus()
compareTo(Property)