

CRC Cards

For an "Excellent", we would like to see some discussion what alternatives you considered and why they were discarded.

1.

Cave	
Know its animal type	Animal
Know its position	
Know the volcano card attached to it	Volcano Card

2.

GameManager	
Manage the switching turn of players	
Check if the type of animals on dragon card and volcano card matches	
Know when to end the game	
Add players to the game	Player

3.

GameBoard	
Initialize and setup dragon cards	DragonCard
Initialize and setup volcano cards	Volcano Card
Initialize and setup caves	Cave
Initialize and setup dragon token	DragonToken
Initialise players	Player
Initialise label for displaying player's turn	JLabel

4.

DragonToken

Knows the volcano card it is on	Volcano card
Knows the cave that it belongs to	Cave
Knows the type of animal it represent	Animal
Knows its size	
Know which volcano card to move to when dragon card is flipped	Volcano Card

5.

DragonCard	
Display the type of animal and number of animals when flipped	Animal
Can be flipped when clicked by player	JButton
Notify game manager when it's flipped	GameManager
Know when to flipped back after a certain time	Timer

6.

VolcanoCard	
Knows whether a dragon token is on it or not	Dragon Token
Can determine if a cave is attached to it	Cave
Knows its animal	Animal
Knows its position	

Discarded