CRC cards:

DeadWoods

Responsibilities

Gather input about initial Game state

initialize player (# of player)

Creates the dice

Initialize board

Attributes:

number of players

number of room

number of days

Board

Responsibilities

Keep track of whos turn

Keep track # of cards on board

Gives room new cards

Tell rooms it’s a new day

initialize rooms

initialize trailer/office

place players in trailer at beginning of day

Keep track on # of days

Reset shot counter and star roles

Calculate pay out

Calculate the winner

Atributes:

# and names of players

#of cards on board

#of rooms

#of days

day count

Rooms

Responsibilities

Available bit roles

Shot counter

available star roles

available moves

Holds card info

Atributes:

#bit roles/ available bit roles

#star roels/ available star roles

shot counter

card status

possible moves (array of room names)

Deck

Responsibilities

get random card

track used cards

create cards

Attributes:

#of cards / available cards

Cards

            Responsibilities

Read from txt file

Store information

Attributes:

Star roles

Rank

budget

Dice

Responsibilities

Rolls single dice

Returns sorted array to calc payout

Attributes:

-

Player

Responsibilities

Keep track of

            room in

            rank

            money

            rehearsals

            role

            credits

            player state

                        acting

                        idle

gives options for turn in room/office/trailer

asks player to:

            stay idle

            move

            rehearse

            act

            work

            upgrade

determines valid input

takes money/credits after upgrade

changes player rooms

Atributes:

name of room in

rank

credits

amount of dollars

rehearsals (Hashtable of room,#rehearsal)

player state (something that refers to what the player i doing that turn / next turn)

Trailer

Responsibilities

Available moves

Attributes:

available moves

Office

Responsibilities

available moves

possible upgrades

Attributes:

available moves

all upgrades

Directions to play Deadwood with our text -

KEY THINGS TO REMEMBER-

to upgrade--

“upgrade $/cr desiredRank”

to work--

“work Role Name”

to move--

“move room you’re moving into”

yes--

“y”

no--

“n”

act--

“act”

rehearse--

“Rehearse”

Note - Spell the words exactly as they appear in the game. Capitalization and spaces will be taken into consideration. So copy the words exactly as they appear.

First, you will be prompted to enter the number of players for the desired game. At this point, you will need to enter an integer number. If you don’t then it will prompt you again. After that, each player will be prompted to enter their player name for the game. Next, each player will start in the trailer.  On your turn, you will be asked if you want to stay idle. For yes, type “y”. For no, type “n’.  Note - If you are in a room besides the casting office, you will be asked if you want to stay idle.  If you say no, you will be prompted with options for your turn (the possible adjacent rooms according to your current room).  To move into a new room you must type “move Room to move into”. Once you are in a room, you have the option to take a role if it’s less than or equal to your rank. This can be done by typing “work Role you want to take”.  On your next turn, you will have the option to act or rehearse. To act, type “act”. To rehearse, type “Rehearse”.  Once all of the shot counters have been removed, then the card will be removed. At this point, the players will no longer be prompted to take a role in this room.  When you are in the casting office, you will be given the option to upgrade. This is done by typing “upgrade $ rank” if you want to upgrade using dollars. The rank is the rank you wish to upgrade to.  If you want to upgrade using credits, type “upgrade cr rank”.  At the e