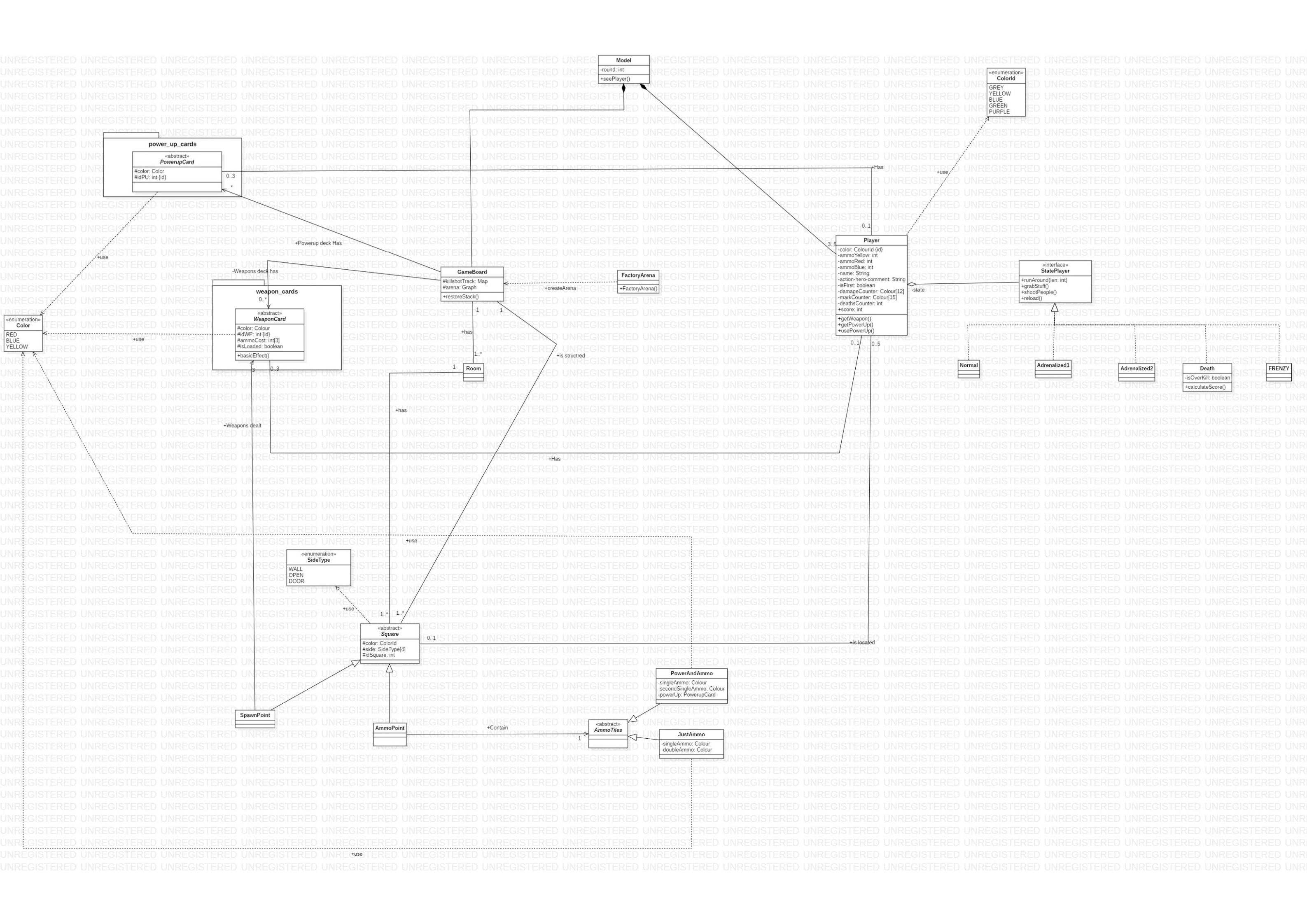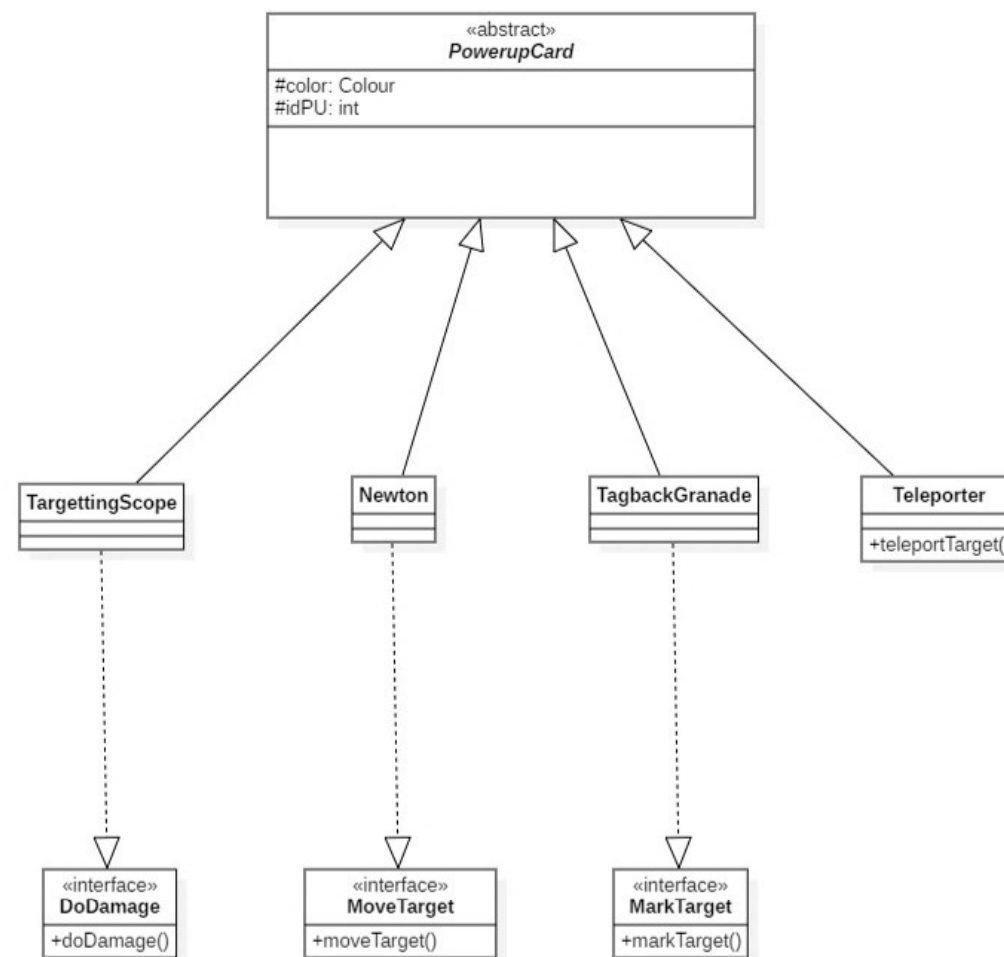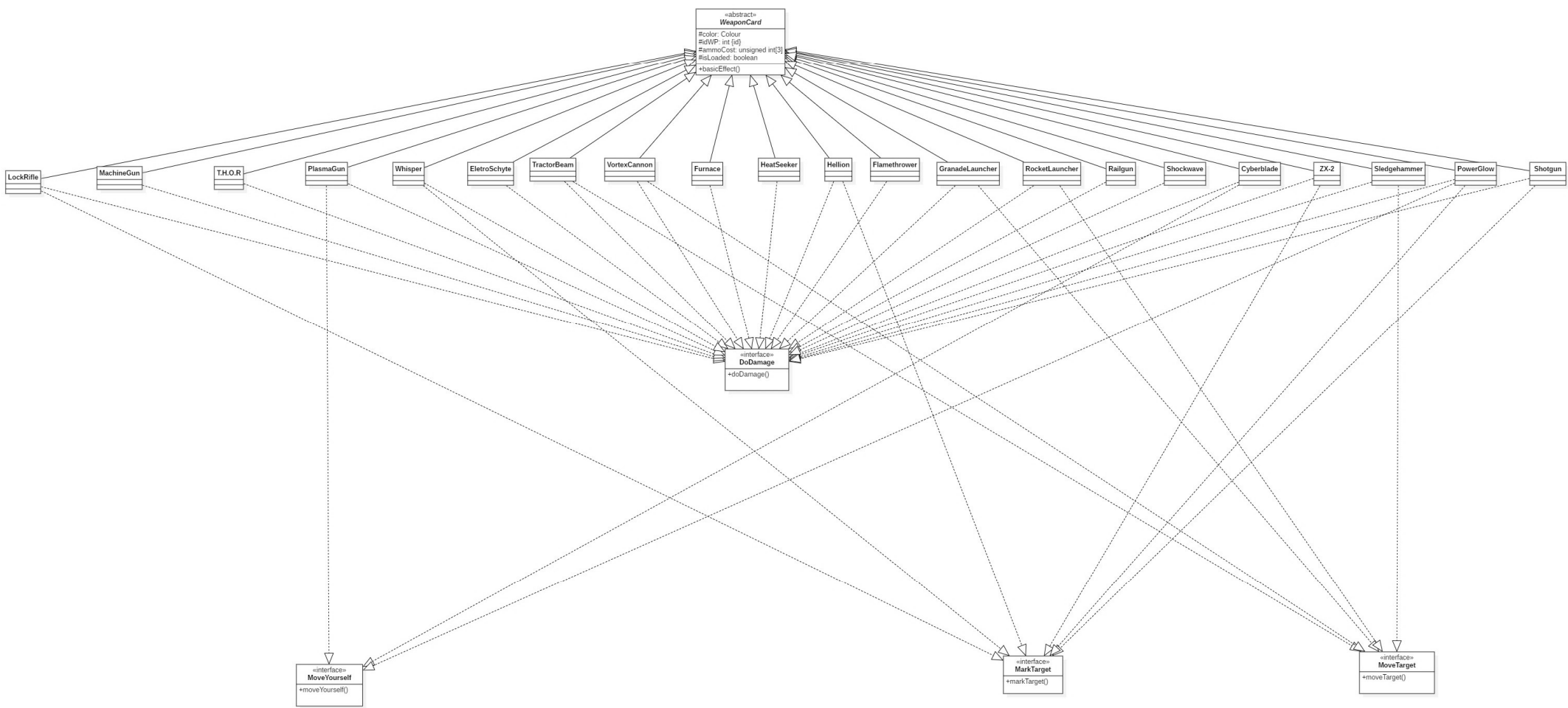| Controller |
| --- |
| -model1: Model |
| +createNewGame(idArena: int, players: ColorId[5], isFrenetic: boolean, onTerminator: boolean, numSkulls: int, firstPlayer: ColorID)
+takePowerUp(player: ColorId)
+spawn(player: ColorId, pointOfSpawn: Color)
+usePowerUpTeleporter(player: ColourId, x: int, y: int)
+usePowerUpNewton(player: ColourId, playerChosen: ColourId, x: int, y: int)
+checkSquare(player: ColorId, isGrab: boolean)
+moveInTo(player: ColourID, x: int, y: int)
+checkForShoot(player: ColorId)
+shoot(player: ColorId, nameWeapon: string, playerchosen: ColorId)
+grab(player: ColorId)
+checkAmmoForReload(player: ColorId)
+reload(player: ColorId, nameWeapon: string)
+calculateScoreEndRound()
+resetPlayer(player: ColorId)
+replenishBoard()
+FinalScore()
+finalFrenesy() |

Model
-round: int
+seePlayer()

«enumeration»
ColorId
GREY
YELLOW
BLUE
GREEN
PURPLE

power_up_cards

«abstract»
PowerupCard
#color: Color
#idPU: int {id}

0..3
*

+Has

+use

Player
-color: ColourId {id}
-ammoYellow: int
-ammoRed: int
-ammoBlue: int
-name: String
-action-hero-comment: String
-isFirst: boolean
-damageCounter: Colour[12]
-markCounter: Colour[15]
-deathsCounter: int
-score: int
+getWeapon()
+getPowerUp()
+usePowerUp()

+Powerup deck Has

-Weapons deck has

GameBoard
#killshotTrack: Map
#arena: Graph
+restoreStack()

FactoryArena
+FactoryArena()

+createArena

«interface»
StatePlayer
+runAround(len: int)
+grabStuff()
+shootPeople()
+reload()

-state

weapon_cards
0..*

«abstract»
WeaponCard
#color: Colour
#idWP: int {id}
#ammoCost: int[3]
#isLoaded: boolean
+basicEffect()

«enumeration»
Color
RED
BLUE
YELLOW

+use

+has

+has

+is structred

Room

1..*

1

Normal

Adrenalized1

Adrenalized2

Death
-isOverKill: boolean
+calculateScore()

FRENZY

+Has

+Weapons dealt

+use

«enumeration»
SideType
WALL
OPEN
DOOR

+use

«abstract»
Square
#color: ColorId
#side: SideType[4]
#idSquare: int

+Is located

0.1

1..*   1..*

PowerAndAmmo
-singleAmmo: Colour
-secondSingleAmmo: Colour
-powerUp: PowerupCard

SpawnPoint

AmmoPoint

+Contain

«abstract»
AmmoTiles

1

JustAmmo
-singleAmmo: Colour
-doubleAmmo: Colour

+use

power_up_cards

weapon_cards

View

-playerOfRound: ColorId

+showMenu()
+newGame()
+showBoard()
+startRound(Player playofround)
+showPowerUp()
+selectPowerUp()
+showWeapons()
+selectWeapon()
+showAction()
+selectAction()
+startFrenesy()
+showFinalScore()
+showMessage(message: string)
+showError(message: string)
+showPlayerBoard()