model

DataToMove
- GameSession gameSession;
- Player player;
- Worker worker;
- Coord position;

+ getGameSession(): GameSession;
+ getPlayer(): Player;
+ getWorker(): Worker;
+ getNewPosition(): Coord;

DataToBuild
- buildDome: Boolean;

+ getBuildDome: Boolean;

Coord
- final xPosition: int;
- final yPosition: int;

Coord(int x, int y);

+ getX();
+ getY();

Cell
- height: int;
- occupiedByWorker: boolean;
- occupiedByDome: boolean;
- coord: Coord;
- color: Color;

+ setHeight(int height);
+ getHeight(): int;

+ setoccupiedByWorker(boolean occupiedByWorker);
+ getoccupiedByWorker(): boolean;

+ setoccupiedByDome(boolean occupiedByDome);
+ getoccupiedByDome(): boolean;

+ getCoord(): Coord;
+ setCoord(Coord coord);

has

Worker
- id: int;
- currentPosition: Coord;
- previousPosition: Coord;
- color: Color;
- latestMoved: boolean;

+ setCurrentPosition(Coord currentPosition);
+ getCurrentPosition(): Coord;

+ getPreviousPosition(): Coord;

+ getColor(): String;

+ getId(): int;

+ isLatestMoved(): boolean;
+ setLatestMoved(boolean);

Player
- nickname: String;
- workersIdsArray: Integer[]
- card: AbstractGodCard;

+ getNickname(): String;

+ getWorkersIdsArray(): int[];
+ setWorkersIdsArray(int[]);

+ getAbstractGodCard(): AbstractGodCard;
+ setAbstractGodCard(AbstractGodCard card);

BoardObserver
- gameSessionObservable: GameSessionObservable;

+ notifyBoardChange(Observable obj): void

«abstract»
Observable
- boardObserver: BoardObserver;

+ getBoardObserver(): BoardObserver;

notifies

observes