scala.collection.mutable.Queue

Menu

+showGameArea : String

+showPlayerOrder : String

+advancePlayerOrder : String

+DO_MOVE: Unit

+DO_TURN: Unit

+DO_GAME: Unit

+INITIALIZE_GAME: Unit

+CHECK_FOR_WINNER: Unit

Board

+show : String

+roll: Unit

-calculate_score: Int

Uses

Player Order

+show : String

+current : Player

+advance : String

Uses

Uses

Player

+name : String

+isWinner : Boolean

-score : Int

+addScore: Unit

+checkWinner: Boolean

+getScore: Int

Model

+getMessage: Unit

+initializeGame: Unit

+doMove: Unit

+doTurn: Unit

+doGame: Unit

+checkForWinner: Unit

+advancePlayerOrder:Unit

+message: message

Uses

Uses

Die

+value : Int

+show : String

+roll : Int

Strategy

+PointsSoFar: Int

+rollsSoFar: Int

+rollAgain: Boolean

+PointsSoFar: Int

PlaySafe

+PointsSoFar: Int

+rollsSoFar: Int

+rollAgain: Boolean

TwoRolls

+PointsSoFar: Int

+rollsSoFar: Int

+rollAgain: Boolean

AtLeast500

+PointsSoFar: Int

+rollsSoFar: Int

+rollAgain: Boolean

AllOrNothing

+PointsSoFar: Int

+rollsSoFar: Int

+rollAgain: Boolean

Uses

Controller

+doMoveClick: Unit

+doGameClick: Unit

+checkForWinnerClick: Unit

+initializeGameClick: Unit

+exit: Unit

View

+init: Unit