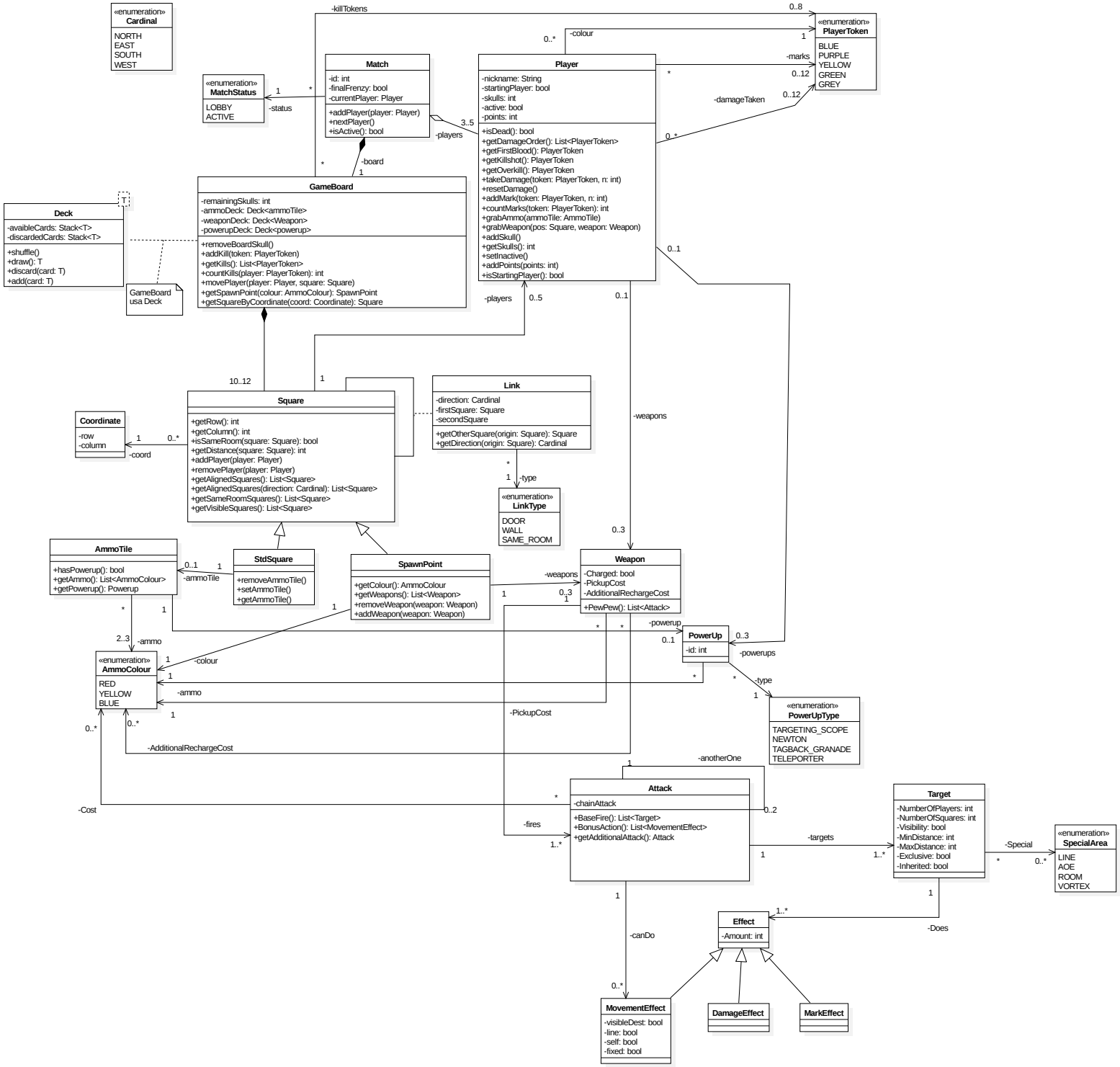
«enumeration»
Cardinal
NORTH
EAST
SOUTH
WEST
«enumeration»
MatchStatus
LOBBY
ACTIVE
Match
-id: int
-finalFrenzy: bool
-currentPlayer: Player
+addPlayer(player: Player)
+nextPlayer()
+isActive(): bool
Player
-nickname: String
-startingPlayer: bool
-skulls: int
-active: bool
-points: int
+isDead(): bool
+getDamageOrder(): List<PlayerToken>
+getFirstBlood(): PlayerToken
+getKillshot(): PlayerToken
+getOverkill(): PlayerToken
+takeDamage(token: PlayerToken, n: int)
+resetDamage()
+addMark(token: PlayerToken, n: int)
+countMarks(token: PlayerToken): int
+grabAmmo(ammoTile: AmmoTile)
+grabWeapon(pos: Square, weapon: Weapon)
+addSkull()
+getSkulls(): int
+setInactive()
+addPoints(points: int)
+isStartingPlayer(): bool
«enumeration»
PlayerToken
BLUE
PURPLE
YELLOW
GREEN
GREY
-killTokens
-colour
-marks
-damageTaken
-status
-board
-players
GameBoard
-remainingSkulls: int
-ammoDeck: Deck<ammoTile>
-weaponDeck: Deck<Weapon>
-powerupDeck: Deck<powerup>
+removeBoardSkull()
+addKill(token: PlayerToken)
+getKills(): List<PlayerToken>
+countKills(player: PlayerToken): int
+movePlayer(player: Player, square: Square)
+getSpawnPoint(colour: AmmoColour): SpawnPoint
+getSquareByCoordinate(coord: Coordinate): Square
Deck
T
-avaibleCards: Stack<T>
-discardedCards: Stack<T>
+shuffle()
+draw(): T
+discard(card: T)
+add(card: T)
GameBoard usa Deck
Square
+getRow(): int
+getColumn(): int
+isSameRoom(square: Square): bool
+getDistance(square: Square): int
+addPlayer(player: Player)
+removePlayer(player: Player)
+getAlignedSquares(): List<Square>
+getAlignedSquares(direction: Cardinal): List<Square>
+getSameRoomSquares(): List<Square>
+getVisibleSquares(): List<Square>
Coordinate
-row
-column
-coord
Link
-direction: Cardinal
-firstSquare: Square
-secondSquare
+getOtherSquare(origin: Square): Square
+getDirection(origin: Square): Cardinal
-type
«enumeration»
LinkType
DOOR
WALL
SAME_ROOM
-weapons
AmmoTile
+hasPowerup(): bool
+getAmmo(): List<AmmoColour>
+getPowerup(): Powerup
-ammoTile
StdSquare
+removeAmmoTile()
+setAmmoTile()
+getAmmoTile()
SpawnPoint
+getColour(): AmmoColour
+getWeapons(): List<Weapon>
+removeWeapon(weapon: Weapon)
+addWeapon(weapon: Weapon)
Weapon
-Charged: bool
-PickupCost
-AdditionalRechargeCost
+PewPew(): List<Attack>
-powerup
PowerUp
-id: int
-powerups
-ammo
-colour
«enumeration»
AmmoColour
RED
YELLOW
BLUE
-PickupCost
-AdditionalRechargeCost
«enumeration»
PowerUpType
TARGETING_SCOPE
NEWTON
TAGBACK_GRANADE
TELEPORTER
-anotherOne
Attack
-chainAttack
+BaseFire(): List<Target>
+BonusAction(): List<MovementEffect>
+getAdditionalAttack(): Attack
-Cost
-fires
-targets
Target
-NumberOfPlayers: int
-NumberOfSquares: int
-Visibility: bool
-MinDistance: int
-MaxDistance: int
-Exclusive: bool
-Inherited: bool
-Special
«enumeration»
SpecialArea
LINE
AOE
ROOM
VORTEX
-Does
Effect
-Amount: int
-canDo
MovementEffect
-visibleDest: bool
-line: bool
-self: bool
-fixed: bool
DamageEffect
MarkEffect