

{abstract} **ModelState** - model: GameModel + nextStep(): void {abstract} LobbyState GodSelectionState WorkersInitState **BeginState** PlayerTurnState + nextStep(): void + getSpace(Coord c) : Space + addWorker(Worker w) : void state.nextStep(); + initializeWorker(Worker w, Coord pos) : void + workerMove(Worker w, Coord newPos) : void
- checkForWin(Space before, Space after) : boolean + workerBuild(Worker w, Coord buildPos, Level level) : void GameModel - numPlayers : int - queue : List<Player> - godsList :List<God> - colors : List<Color> - currentPlayer : Player - currentWorker : Worker - turn: Turn State methods Initialization methods Setup methods Game methods Listeners methods handler RequestHandlerCreator RuleParser LambdaParser + extractPredicate(String): TriPredicate<Pair<Coord>, + RuleParser(String) Pair<Coord>, Board> + RequestHandlerCreator(String god): {constructor} + createHandler(): RequestHandler + getRules(): List<Rule> Rule RequestHandler - condition: BiPredicate<Pair<Coord>, + getValidSpaces(Coord current, Board board, - other attributes List<Coord> movableSpaces, Map<Level, List<Coord>>> buildableSpaces, Map<Coord, Coord> forces): void + generate(Coord, ActionType): void ~ getters ~ setters + checkForWin(Coord, ActionType): boolean + reset(): void 2..3 Player - String nickname - isStartPlayer: boolean + setGod(God g) : void Space + getGod() : God + getWorker(int n) : Worker Worker Coord - occupied: boolean + getWorkerList() : List<Worker> <<enumeration>> - hasDome: boolean + getNickname() : String -player: Player Level + setWorkerColor(Color c) : void GROUND LVL1 LVL2 LVL3 DOME + getWorkerColor() : Color + setPosition(Coord newPos) : void + setOccupied() : void + getPosition() : Coord + validCoord(Coord c) : boolean + setUnoccupied() : void + setDome() : void + setColor(Color c) : void + isNear(Coord c) : boolean + getColor(): Color + getPlayerNickname(): String + sum(Coord): Coord + isOccupied() : boolean + convertStringToCoord(String input) : Coord + isDome(): boolean + getHeight() : Level + setLevel(Level) <<Interface>>
God <<enumeration>> Color - name: final String BLUE RED YELLOW - description: final String + getName() : String + getDescriptio() : String