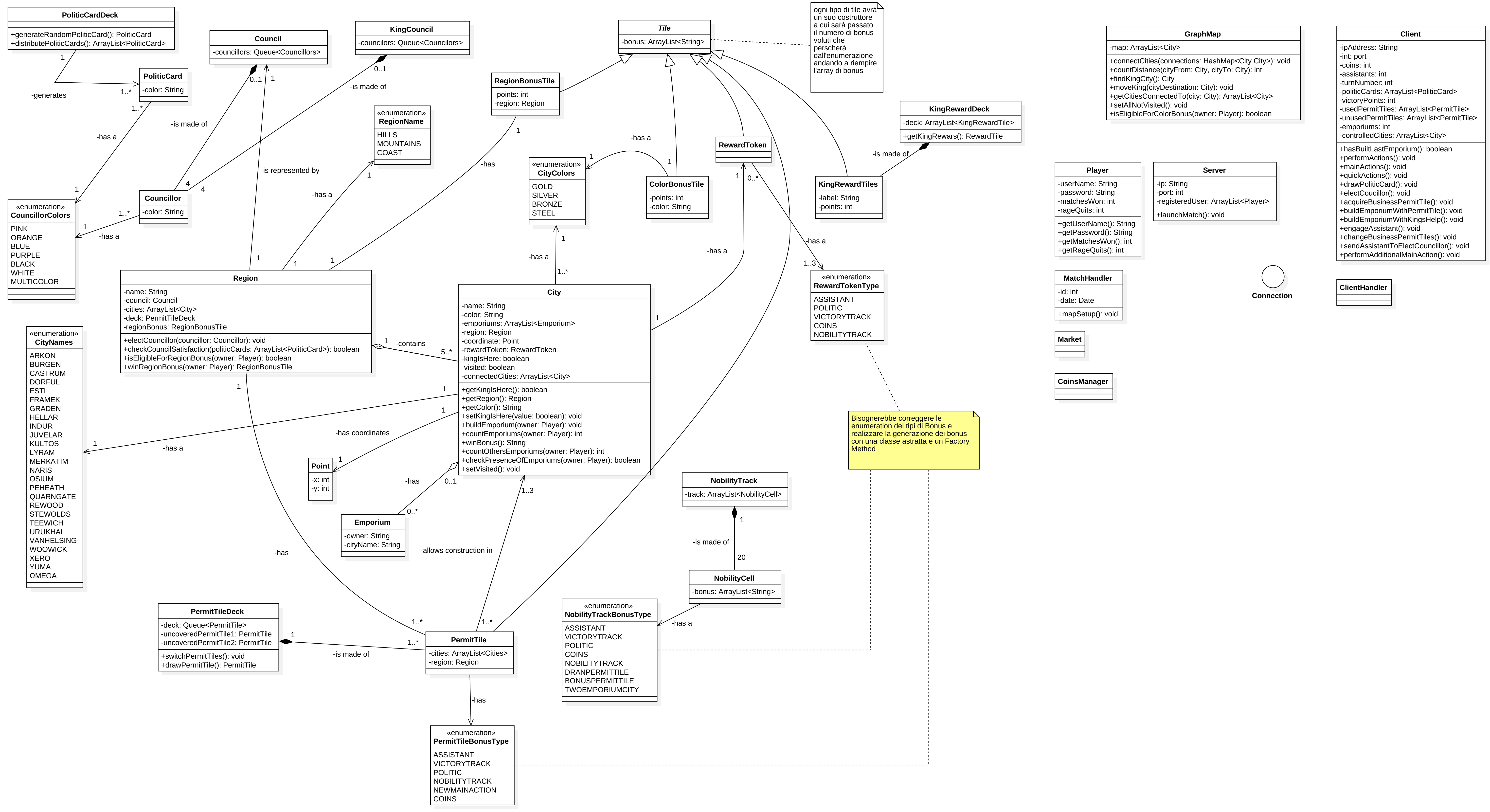
Model::Main



PoliticCardDeck
+generateRandomPoliticCard(): PoliticCard
+distributePoliticCards(): ArrayList<PoliticCard>

Council
-councillors: Queue<Councillors>

KingCouncil
-councilors: Queue<Councilors>

PoliticCard
-color: String

«enumeration»
RegionName
HILLS
MOUNTAINS
COAST

Councillor
-color: String

«enumeration»
CouncillorColors
PINK
ORANGE
BLUE
PURPLE
BLACK
WHITE
MULTICOLOR

Region
-name: String
-council: Council
-cities: ArrayList<City>
-deck: PermitTileDeck
-regionBonus: RegionBonusTile
+electCouncillor(councillor: Councillor): void
+checkCouncilSatisfaction(politicCards: ArrayList<PoliticCard>): boolean
+isEligibleForRegionBonus(owner: Player): boolean
+winRegionBonus(owner: Player): RegionBonusTile

«enumeration»
CityNames
ARKON
BURGEN
CASTRUM
DORFUL
ESTI
FRAMEK
GRADEN
HELLAR
INDUR
JUVELAR
KULTOS
LYRAM
MERKATIM
NARIS
OSIUM
PEHEATH
QUARNGATE
REWOOD
STEWOLDS
TEEWICH
URUKHAI
VANHELSING
WOOWICK
XERO
YUMA
ΩMEGA

Tile
-bonus: ArrayList<String>

ogni tipo di tile avrà un suo costruttore a cui sarà passato il numero di bonus voluti che perscherà dall'enumerazione andando a riempire l'array di bonus

RegionBonusTile
-points: int
-region: Region

«enumeration»
CityColors
GOLD
SILVER
BRONZE
STEEL

ColorBonusTile
-points: int
-color: String

RewardToken

KingRewardDeck
-deck: ArrayList<KingRewardTile>
+getKingRewars(): RewardTile

KingRewardTiles
-label: String
-points: int

«enumeration»
RewardTokenType
ASSISTANT
POLITIC
VICTORYTRACK
COINS
NOBILITYTRACK

City
-name: String
-color: String
-emporiums: ArrayList<Emporium>
-region: Region
-coordinate: Point
-rewardToken: RewardToken
-kingIsHere: boolean
-visited: boolean
-connectedCities: ArrayList<City>
+getKingIsHere(): boolean
+getRegion(): Region
+getColor(): String
+setKingIsHere(value: boolean): void
+buildEmporium(owner: Player): void
+countEmporiums(owner: Player): int
+winBonus(): String
+countOthersEmporiums(owner: Player): int
+checkPresenceOfEmporiums(owner: Player): boolean
+setVisited(): void

Point
-x: int
-y: int

Emporium
-owner: String
-cityName: String

Bisognerebbe correggere le enumeration dei tipi di Bonus e realizzare la generazione dei bonus con una classe astratta e un Factory Method

NobilityTrack
-track: ArrayList<NobilityCell>

NobilityCell
-bonus: ArrayList<String>

«enumeration»
NobilityTrackBonusType
ASSISTANT
VICTORYTRACK
POLITIC
COINS
NOBILITYTRACK
DRANPERMITTILE
BONUSPERMITTILE
TWOEMPORIUMCITY

PermitTileDeck
-deck: Queue<PermitTile>
-uncoveredPermitTile1: PermitTile
-uncoveredPermitTile2: PermitTile
+switchPermitTiles(): void
+drawPermitTile(): PermitTile

PermitTile
-cities: ArrayList<Cities>
-region: Region

«enumeration»
PermitTileBonusType
ASSISTANT
VICTORYTRACK
POLITIC
NOBILITYTRACK
NEWMAINACTION
COINS

GraphMap
-map: ArrayList<City>
+connectCities(connections: HashMap<City City>): void
+countDistance(cityFrom: City, cityTo: City): int
+findKingCity(): City
+moveKing(cityDestination: City): void
+getCitiesConnectedTo(city: City): ArrayList<City>
+setAllNotVisited(): void
+isEligibleForColorBonus(owner: Player): boolean

Client
-ipAddress: String
-int: port
-coins: int
-assistants: int
-turnNumber: int
-politicCards: ArrayList<PoliticCard>
-victoryPoints: int
-usedPermitTiles: ArrayList<PermitTile>
-unusedPermitTiles: ArrayList<PermitTile>
-emporiums: int
-controlledCities: ArrayList<City>
+hasBuiltLastEmporium(): boolean
+performActions(): void
+mainActions(): void
+quickActions(): void
+drawPoliticCard(): void
+electCoucillor(): void
+acquireBusinessPermitTile(): void
+buildEmporiumWithPermitTile(): void
+buildEmporiumWithKingsHelp(): void
+engageAssistant(): void
+changeBusinessPermitTiles(): void
+sendAssistantToElectCouncillor(): void
+performAdditionalMainAction(): void

Player
-userName: String
-password: String
-matchesWon: int
-rageQuits: int
+getUserName(): String
+getPassword(): String
+getMatchesWon(): int
+getRageQuits(): int

Server
-ip: String
-port: int
-registeredUser: ArrayList<Player>
+launchMatch(): void

MatchHandler
-id: int
-date: Date
+mapSetup(): void

Connection

ClientHandler

Market

CoinsManager