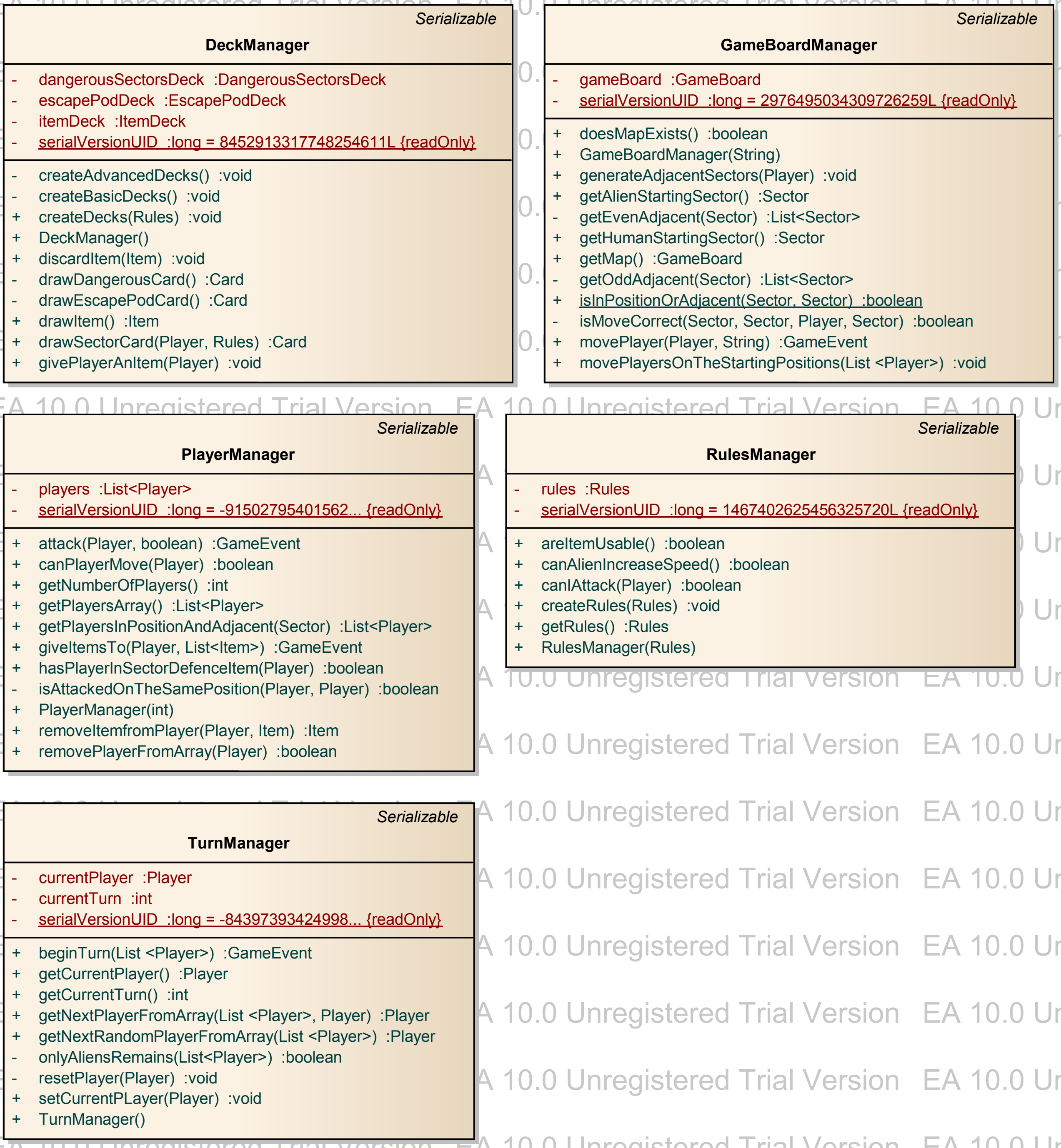

Serializable

DeckManager

- dangerousSectorsDeck :DangerousSectorsDeck
- escapePodDeck :EscapePodDeck
- itemDeck :ItemDeck
- serialVersionUID :long = 8452913317748254611L {readOnly}

- createAdvancedDecks() :void
- createBasicDecks() :void
+ createDecks(Rules) :void
+ DeckManager()
+ discardItem(Item) :void
- drawDangerousCard() :Card
- drawEscapePodCard() :Card
+ drawItem() :Item
+ drawSectorCard(Player, Rules) :Card
+ givePlayerAnItem(Player) :void

Serializable

GameBoardManager

- gameBoard :GameBoard
- serialVersionUID :long = 2976495034309726259L {readOnly}

+ doesMapExists() :boolean
+ GameBoardManager(String)
+ generateAdjacentSectors(Player) :void
+ getAlienStartingSector() :Sector
- getEvenAdjacent(Sector) :List<Sector>
+ getHumanStartingSector() :Sector
+ getMap() :GameBoard
- getOddAdjacent(Sector) :List<Sector>
+ isInPositionOrAdjacent(Sector, Sector) :boolean
- isMoveCorrect(Sector, Sector, Player, Sector) :boolean
+ movePlayer(Player, String) :GameEvent
+ movePlayersOnTheStartingPositions(List <Player>) :void

Serializable

PlayerManager

- players :List<Player>
- serialVersionUID :long = -91502795401562... {readOnly}

+ attack(Player, boolean) :GameEvent
+ canPlayerMove(Player) :boolean
+ getNumberOfPlayers() :int
+ getPlayersArray() :List<Player>
+ getPlayersInPositionAndAdjacent(Sector) :List<Player>
+ giveItemsTo(Player, List<Item>) :GameEvent
+ hasPlayerInSectorDefenceItem(Player) :boolean
- isAttackedOnTheSamePosition(Player, Player) :boolean
+ PlayerManager(int)
+ removeItemfromPlayer(Player, Item) :Item
+ removePlayerFromArray(Player) :boolean

Serializable

RulesManager

- rules :Rules
- serialVersionUID :long = 1467402625456325720L {readOnly}

+ areItemUsable() :boolean
+ canAlienIncreaseSpeed() :boolean
+ canIAttack(Player) :boolean
+ createRules(Rules) :void
+ getRules() :Rules
+ RulesManager(Rules)

Serializable

TurnManager

- currentPlayer :Player
- currentTurn :int
- serialVersionUID :long = -84397393424998... {readOnly}

+ beginTurn(List <Player>) :GameEvent
+ getCurrentPlayer() :Player
+ getCurrentTurn() :int
+ getNextPlayerFromArray(List <Player>, Player) :Player
+ getNextRandomPlayerFromArray(List <Player>) :Player
- onlyAliensRemains(List<Player>) :boolean
- resetPlayer(Player) :void
+ setCurrentPLayer(Player) :void
+ TurnManager()

EA 10.0 Unregistered Trial Version