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Class Play

java.lang.Object
    Play

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public class **Play**
extends Object

Write a description of interface CluedoGameWindow here.

Version:

INCOMPLETE (a version number or a date)

Author:

(your name)

Field Summary

Fields

Modifier and Type	Field	Description
(package private) **Accusation**	**accusationOpen**	
(package private) **String**	**currentTurn**	
(package private) **CluedoGameWindow**	**openWindow**	
(package private) **ArrayList**<**Person**>	**players**	
(package private) **ArrayList**<**Room**>	**rooms**	
(package private) **ArrayList**<int[]>	**spawnPoints**	

Constructor Summary

Constructors

Constructor	Description
Play()	Constructor for objects of class Play

Method Summary

All Methods **Static Methods** **Instance Methods** **Concrete Methods**

Modifier and Type	Method	Description
void	**handOutCards**()	Distribute the cards to players
static void	**LaunchGame**()	Start the game
void	**makeRooms**()	Create room instances and add to list of rooms
void	**movePlayer**(**String** playerName, int x, int y)	Set the position of the player to the given position
String	**nextTurn**()	Change the turn to next player
boolean	**playerMoveDown**(**String** name)	Return if a player is allowed to move down
boolean	**playerMoveLeft**(**String** name)	Return if a player is allowed to move to left
boolean	**playerMoveRight**(**String** name)	Return if a player is allowed to move to right
boolean	**playerMoveUp**(**String** name)	Return if a player is allowed to move up

Methods inherited from class java.lang.**Object**

clone, equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Field Detail

spawnPoints

ArrayList<int[]> spawnPoints

players

ArrayList<Person> players

rooms

ArrayList<Room> rooms

accusationOpen

Accusation accusationOpen

openWindow

CluedoGameWindow openWindow

currentTurn

String currentTurn

Constructor Detail

Play

```
public Play()
```

Constructor for objects of class Play

Method Detail

LaunchGame

```
public static void LaunchGame()
```

Start the game

nextTurn

```
public String nextTurn()
```

Change the turn to next player

makeRooms

```
public void makeRooms()
```

Create room instances and add to list of rooms

playerMoveUp

```
public boolean playerMoveUp(String name)
```

Return if a player is allowed to move up

Parameters:

name - name of the player to be checked

Returns:

if a player is allowed to move up

playerMoveDown

```
public boolean playerMoveDown(String name)
```

Return if a player is allowed to move down

Parameters:

name - name of the player to be checked

Returns:

if a player is allowed to move down

playerMoveLeft

```
public boolean playerMoveLeft(String name)
```

Return if a player is allowed to move to left

Parameters:

name - name of the player to be checked

Returns:

if a player is allowed to move to left

playerMoveRight

```
public boolean playerMoveRight(String name)
```

Return if a player is allowed to move to right

Parameters:

name - name of the player to be checked

Returns:

if a player is allowed to move to right

movePlayer

```
public void movePlayer(String playerName, int x, int y)
```

Set the position of the player to the given position

Parameters:

playerName - name of the player

x - position of the player to be set to on x axis

y - position of the player to be set to on y axis

handOutCards

```
public void handOutCards()
```

Distribute the cards to players