Kigns And Things

InfoPanel
- -contents : HashMap<String, CreatureStack>
- -currentTileCoords : Coord
- -currHex : Terrain

- +InfoPanel(BorderPane)
- +getMovers()
- +getCurrHex()
- +showTileInfo(Terrain)
- -fortClicked()
- -setupImageViews()

Game
- -infoPan: InfoPanel
- -hexBoard: Board
- -playerBoard: PlayerBoard
- -rackG: PlayerRack
- -doneButtin: GameButton
- -menu: GameMenu

- +Game()
- +getBoard()
- +getDoneButton()
- +getInfoPanel()
- +getRackGui()

GameLoop
- #battleGrounds : ArrayList<Coord>
- -cup : TheCup
- -pieceClicked : Piece
- -player : Player
- -playerClicked : Player
- -playerList : Player[]
- -rackG : PlayerRackGUI

- #GameLoop()
- +addHexToPlayer()
- +addStartingHexToPlayer()
- +constructFort()
- +getBattleGrounds()
- +getPlayer()
- +getPlayers()
- +playGame()
- +playThings()
- +recruitSpecials()
- +setPieceClicked(Piece)
- +setPlayerClicked(Player)
- +setPlayers(ArrayList<Player>)
- +setStartingPos(Coord[])

GameButton

GameMenu
- -buttons : ArrayList<GameButton>

- +GameMenu()
- +getButtons()

TheCup
- +originalPieces : ArrayList<Piece>
- +remainingPieces : ArrayList<Piece>

- +TheCup()
- +addToCup(Piece)
- +containsPiece(int)
- +drawPieces(int)
- +removePiece(int)
- +setRemaining(ArrayList<Piece>)

Board
- -coordList : Coord[]
- -smallHexClip : Hex
- -terrains : HashMap<Coord, Terrain>

- +Board(BorderPane)
- +getTerrains()
- +getTerrainWithCoord(Coord)
- +setTerrainCoords()
- +setTerrains(HashMap<Coord, Terrain>)
- +switchBadWater(Coord)

TileDeck
- -deck : ArrayList<Terrain>

- +TileDeck(BorderPane)
- +getTopTile()
- +getTopTileNoRemove()

PlayerBoard
- -players : HashMap<String, Player>

- +PlayerBoard()

PlayerRack
- -observers : ArrayList<Observer>
- -owner : Player
- -piecesList : ArrayList<Piece>

- +PlayerRack()
- +addPiece(Piece)
- +addPieces(ArrayList<Piece>)
- +getOwner()
- +getPieces()
- +notifyObservers()
- +registerObserver(Observer)
- +removeObserver(Observer)
- +removePiece(Piece)
- +removePieces(ArrayList<Piece>)
- +setOwner(Player)
- +setPieces(ArrayList<Piece>)

Piece
- -owner : Player
- -stackedIn : CreatureStack

- +Piece()
- +setOwner(Player)
- +setStackedIn(CreatureStack)

RandomEvent

MagicEvent

SpecialIncome

Terrain
- -contents : HashMap<String, CreatureStack>
- -coord : Coord
- -fort : Fort
- -owner : Player

- +Terrain(String)
- +getCoords()
- +getFort()
- +getOwner()
- +removeFort()
- +setCoords(Coord)
- +setFort(Fort)
- +setOwner(Player)

Coord

Fort
- +upgrade()
- +downgrade()

Combatable

Movable

Performable

Player
- -fortsOwned : ArrayList<Fort>
- -hexesOwned : ArrayList<Terrain>
- -playerRack : PlayerRack

- +Player(String)
- +addFort(Terrain, Fort)
- +addHexOwned(Terrain)
- +constructFort(Terrain)
- +getPlayerRack()
- +playPiece(Piece, Terrain)
- +removeHex(Terrain)

CreatureStack
- -owner : Player
- -stack : ArrayList<Piece>
- -currentLocation: Coord

- +CreatureStack(Player, Coord)
- +addCreature(Creature)
- +cascade(Piece)
- +removeCreature(Creature)
- +removeCreature(int)
- +setCurrentLocation(Coord)
- +setOwner(Player)

Creature

SpecialCharacter
- performAbility()
- specialAbility()

Legend
Class A		Class B
	Class A is a B (Generalization)	
	Class B has a A (Composition)	
	Class B uses A (Usage)	
	Class A implements B (Realization)	