Model::Main

View

inputoutput

IOManager

+constants for formatting outputs

+All the methods to read from file and to format outputs()

cards

VObjectiveCard

+toString(): String
+toGUI(): ViewImage

VToolCard

+toString(): String
+toGUI(): ViewImage

VPrivateObjectiveCard

+toString(): String
+toGUI(): ViewImage

VPublicObjectiveCard

+toString(): String
+toGUI(): ViewImage

VWindowPattern

+toString(): String
+toGUI(): ViewImage

CLI

+VGame game

+askMethod(): int
+askMethod(): VCoordinates
+askMethod(): boolean
+notifyMethod(): void
+updateState(VGame)

GUI

+VGame game

+askMethod(): int
+askMethod(): VCoordinates
+askMethod(): boolean
+notifyMethod(): void
+updateState(VGame)

View

game_elements

VCurrentDice

+toString(): String
+toGUI(): ViewImage

VToolCards

+toString(): String
+toGUI(): ViewImage

VRoundTrack

+toString(): String
+toGUI(): ViewImage

VGame

+toString(): String
+toGUI(): ViewImage

VFrame

+toString(): String
+toGUI(): ViewImage

VDice

+toString(): String
+toGUI(): ViewImage

VWindowPatterns

+toString(): String
+toGUI(): ViewImage

VPlayer

+toString(): String
+toGUI(): ViewImage

VPrivateObjectives

+toString(): String
+toGUI(): ViewImage

othe_elements

VCoordinates

«enumeration»
VColor

«enumeration»
VError

ADJACENT_DICE
BUSY_POSITION
FAVOR_TOKEN
FRAME_VALUE_AND_COLOR
NUT_CHOSEN_WRONG
WP_COLOR
WP_VALUE
CONNECTION
ILLEGAL_MOVE
GAME_FULL
GAME_ALREADY_STARTED
USERNAME_DUPLICATE

«enumeration»
VConnectionStatus

CONNECTED
DISCONNECTED
RECONNECTED