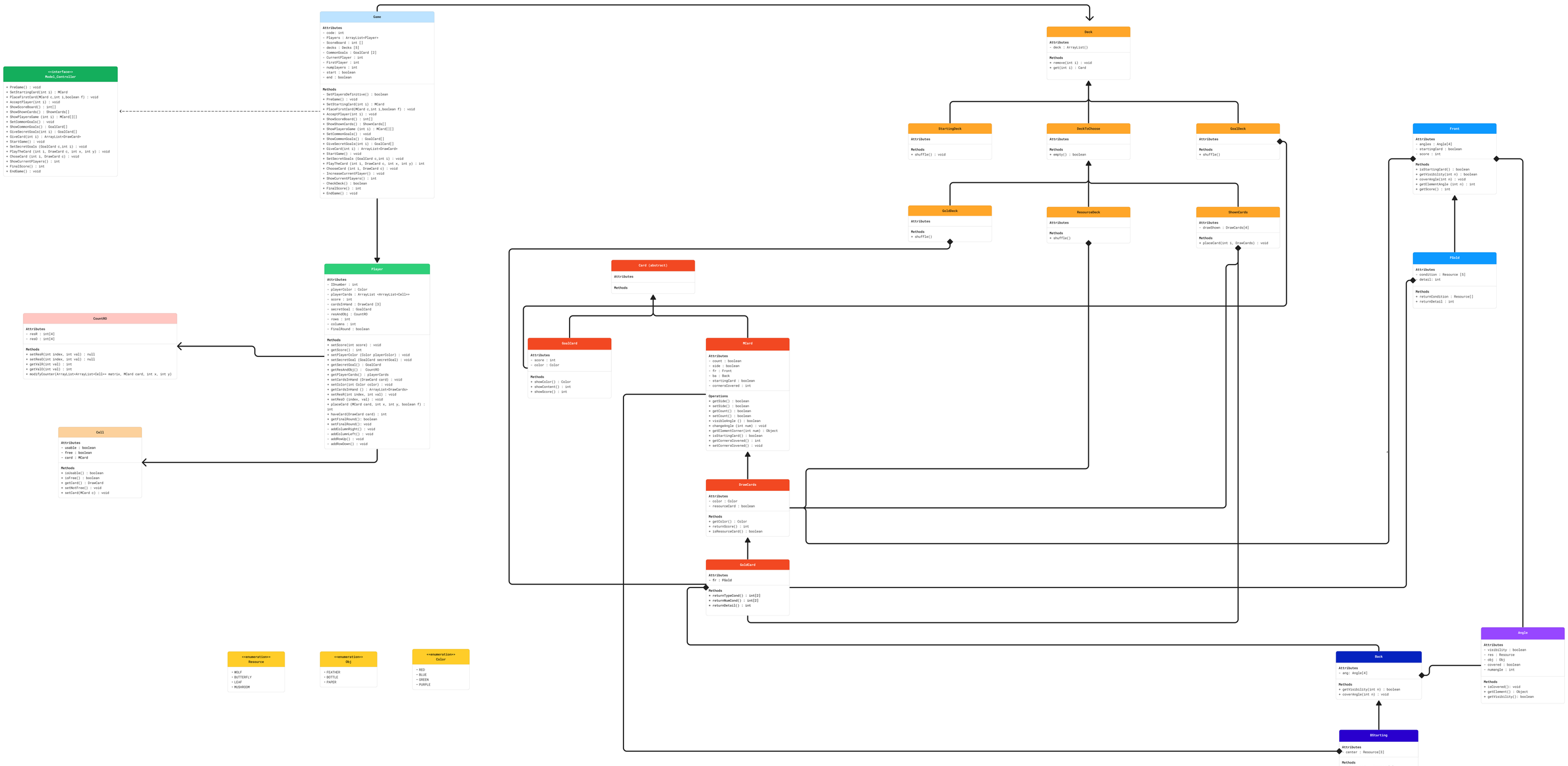
Game
Attributes
- code: int
- Players : ArrayList<Player>
- ScoreBoard : int []
- decks : Decks [5]
- CommonGoals : GoalCard [2]
- CurrentPlayer : int
- FirstPlayer : int
- numplayers : int
- start : boolean
- end : boolean
Methods
- SetPlayersDefinitive() : boolean
+ PreGame() : void
+ SetStartingCard(int i) : MCard
+ PlaceFirstCard(MCard c,int i,boolean f) : void
+ AcceptPlayer(int i) : void
+ ShowScoreBoard() : int[]
+ ShowShownCards() : ShownCards[]
+ ShowPlayersGame (int i) : MCard[][]
+ SetCommonGoals() : void
+ ShowCommonGoals() : GoalCard[]
+ GiveSecretGoals(int i) : GoalCard[]
+ GiveCard(int i) : ArrayList<DrawCard>
+ StartGame() : void
+ SetSecretGoals (GoalCard c,int i) : void
+ PlayTheCard (int i, DrawCard c, int x, int y) : void
+ ChooseCard (int i, DrawCard c) : void
+ ShowCurrentPlayers() : int
+ FinalScore() : int
+ EndGame() : void
<<interface>>
Model_Controller
+ PreGame() : void
+ SetStartingCard(int i) : MCard
+ PlaceFirstCard(MCard c,int i,boolean f) : void
+ AcceptPlayer(int i) : void
+ ShowScoreBoard() : int[]
+ ShowShownCards() : ShownCards[]
+ ShowPlayersGame (int i) : MCard[][]
+ SetCommonGoals() : void
+ ShowCommonGoals() : GoalCard[]
+ GiveSecretGoals(int i) : GoalCard[]
+ GiveCard(int i) : ArrayList<DrawCard>
+ StartGame() : void
+ SetSecretGoals (GoalCard c,int i) : void
+ PlayTheCard (int i, DrawCard c, int x, int y) : void
+ ChooseCard (int i, DrawCard c) : void
+ ShowCurrentPlayers() : int
+ FinalScore() : int
+ EndGame() : void
Deck
Attributes
- deck : ArrayList()
Methods
+ remove(int i) : void
+ get(int i) : Card
StartingDeck
Attributes
Methods
+ shuffle() : void
DeckToChoose
Attributes
Methods
+ empty() : boolean
GoalDeck
Attributes
Methods
+ shuffle()
GoldDeck
Attributes
Methods
+ shuffle()
ResourceDeck
Attributes
Methods
+ shuffle()
ShownCards
Attributes
- DrawShown : DrawCards[4]
Methods
+ placeCard(int i, DrawCards) : void
Front
Attributes
- angles : Angle[4]
- startingCard : boolean
- score : int
Methods
+ isStartingCard() : boolean
+ getVisibility(int n) : boolean
+ coverAngle(int n) : void
+ getElementAngle (int n) : int
+ getScore() : int
FGold
Attributes
- condition : Resource [5]
- detail: int
Methods
+ returnCondition : Resource[]
+ returnDetail : int
Card (abstract)
Attributes
Methods
GoalCard
Attributes
- score : int
- color : Color
Methods
+ showColor() : Color
+ showContent() : int
+ showScore() : int
MCard
Attributes
- count : boolean
- side : boolean
- fr : Front
- ba : Back
- startingCard : boolean
- cornersCovered : int
Operations
+ getSide() : boolean
+ setSide() : boolean
+ getCount() : boolean
+ setCount() : boolean
+ visibleAngle () : boolean
+ changeAngle (int num) : void
+ getElementCorner(int num) : Object
+ isStartingCard() : boolean
+ getCornersCovered() : int
+ setCornersCovered() : void
DrawCards
Attributes
- color : Color
- resourceCard : boolean
Methods
+ getColor() : Color
+ returnScore() : int
+ isResourceCard() : boolean
GoldCard
Attributes
- fr : FGold
Methods
+ returnTypeCond() : int[2]
+ returnNumCond() : int[2]
+ returnDetail() : int
Angle
Attributes
- visibility : boolean
- res : Resource
- obj : Obj
- covered : boolean
- numangle : int
Methods
+ isCovered(): void
+ getElement() : Object
+ getVisibility(): boolean
Back
Attributes
- ang: Angle[4]
Methods
+ getVisibility(int n) : boolean
+ coverAngle(int n) : void
BStarting
Attributes
- center : Resource[3]
Methods
+ getCenter() : Resource[3]
Player
Attributes
- IDnumber : int
- playerColor : Color
- playerCards : ArrayList <ArrayList<Cell>>
- score : int
- cardsInHand : DrawCard [3]
- secretGoal : GoalCard
- resAndObj : CountRO
- rows : int
- columns : int
- FinalRound : boolean
Methods
+ setScore(int score) : void
+ getScore() : int
+ setPlayerColor (Color playerColor) : void
+ setSecretGoal (GoalCard secretGoal) : void
+ getSecretGoal() : GoalCard
+ getResAndObj() : CountRO
+ getPlayerCards() : playerCards
+ setCardsInHand (DrawCard card) : void
+ setColor(int Color color) : void
+ getCardsInHand () : ArrayList<DrawCards>
+ setResR(int index, int val) : void
+ setResO (index, val) : void
+ placeCard (MCard card, int x, int y, boolean f) : int
+ haveCard(DrawCard card) : int
+ getFinalRound(): boolean
+ setFinalRound(): void
- addColumnRight() : void
- addColumnLeft() : void
- addRowUp() : void
- addRowDown() : void
CountRO
Attributes
- resR : int[4]
- resO : int[4]
Methods
+ setResR(int index, int val) : null
+ setResO(int index, int val) : null
+ getValR(int val) : int
+ getValO(int val) : int
+ modifyCounter(ArrayList<ArrayList<Cell>> matrix, MCard card, int x, int y)
Cell
Attributes
- usable : boolean
- free : boolean
- card : MCard
Methods
+ isUsable() : boolean
+ isFree() : boolean
+ getCard() : DrawCard
+ setNotFree() : void
+ setCard(MCard c) : void
<<enumeration>>
Resource
- WOLF
- BUTTERFLY
- LEAF
- MUSHROOM
<<enumeration>>
Obj
- FEATHER
- BOTTLE
- PAPER
<<enumeration>>
Color
- RED
- BLUE
- GREEN
- PURPLE