+lifePoints: int +arrows: lifePoints +maxLife: int +name: String +role: String <constructor>> Character (selection: int) +shuffle_character(randomSelection: int): int +shuffle_roles(roles: String [], num: int): String [] +select_role(num: int): void +set_role(role: String): void +gain_arrow(): void +lose_arrow(): void +gain_life(): void +lose_life(playerOrder: GameFunctions, arrowPile: ArrowPile, arrowOrDynamite: boolean): void

+remaining : int < <constructor>> ArrowPile +remove_arrow(playerOrder : GameFunctions) : void +add_arrow(player : Character) : void +pileIsEmpty() : Boolean +empty_pile(players : GameFunctions, totalPlayers : int)</constructor>
+remove_arrow(playerOrder : GameFunctions) : void +add_arrow(player : Character) : void +pileIsEmpty() : Boolean
+add_arrow(player : Character) : void +pileIsEmpty() : Boolean
+pileIsEmpty() : Boolean
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+empty_pile(players : GameFunctions, totalPlayers : Int)

+roll : String <cconstructor>> Dice () +roll_dice() : void +reroll_dice(allDice : Dice [], rollsRemaining : int, arrowPile : ArrowPile, playerOrder : GameFunctions) : int +arrow_roll(player : Character, pile : ArrowPile, playerOrder : GameFunctions) : void +dynamite_roll(dice : Dice []. player : Character, playerOrder : GameFunctions, arrowPile : ArrowPile) : Boolean +bullsEye1_roll(playerOrder : GameFunctions, arrowPile : ArrowPile, doubleDamage : Boolean) : void +bullsEye2_roll(playerOrder : GameFunctions, arrowPile : ArrowPile) : void +calamity_rose1_roll(playerOrder : GameFunctions, arrowPile : ArrowPile) : void +rose_roll_2(playerOrder : GameFunctions, arrowPile : ArrowPile) : void +beer_roll(playerOrder : GameFunctions) : void +gatling_roll(dice : Dice [], player : Character, playerOrder : GameFunctions, arrowPile : ArrowPile) : void

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ArtificialIntelligence

GameFunctions +playerOrder : Character [] +currentPlayer: int +numOfPlayers: int +originalNumOfPlayers:int +game_over : Boolean <<constructor>> GameFunctions(players : Character [], totalPlayers : int) +isDestination(n: Node): boolean +next_turn(): Character +get_current_player(): Character +get_next_player() : Character +get_previous_player() : Character +get_two_away_player(currentPlayer : Character) : Character +get_two_before_player(currentPlayer : Character) : Character +eliminate_player(player: Character, arrowPile: ArrowPile, killedByPlayer: Boolean): void +determine game over(playerOrder: GameFunctions, deadPlayer: Character, killedbyPlayer: Boolean): Boolean