DEADWOOD UML CLASS DIAGRAM

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SceneDeck

- cardDeck: LinkedList<Scene>

+ drawCard: Scene
- initializeDeck()

Main

+ main()

MainRole

+MainRole()

Scene

-mainActingRoles: ExtraRole[]
-movieBudget: int
-isDisplayScene: boolean

+revealScene()
+addMainActor(p: Player)
+ifActSuccess(roll: int): Boolean

Deadwood

+Board()

+ run()

userInput

+ getIntInput: int
+ getUserInput: String

Work

- jobTitle: String
- workLevel: int
- isWorking: Boolean
- workType: String

+ setJobTitle()
+ setWorkLevel()
+ setWorkType()
+ getJobTitle()
+ getWorkLevel()
+ getWorkStatus()
+ canWork()

Set

-extraActingRoles: -MainRole[]
-shotCounters: int
-film: Scene
-isDoneFilming: boolean

+createUsers(size: int): +Player[]
+initializeTiles(): Set[]
+takeTurn(p: Player)
+setPlayerLocation()
+evaluateWinner()

Board

- users: LinkedList<Player>
- GameTiles tiles;
- round: int
- display: int
- query: userInput

- returnToTrailer()
- createPlayers()
- displayOtherPlayers()
+ getPlayerInput()
+ iterateRound()
+ hasFinishedRound()
+ displayRound()
+ getRound()
+ nextRound()
+ Player evaluateWinner()

Player

- playerName: String
- actorLevel: int
- currLocation: Location
- myWallet: Wallet
- activeActor: Boolean
- jobDescription: Work
- Roll dice;
- CastingOffice co;
- userInput query;

+setLocation()
+etPlayerName()
+ setActorLevel()
+getPlayerName()
+int getLevel()
+Location getLocation()
+ Work getJob()
+ boolean isWorking()
+ Roll grabDice()
+ removeWork()
+ playerInformation()
+ bonusPayout()
+ playerLocation()
+ boolean move()
+ upgrade()
+ initializeWork()
-setRole()
+work()
+ Wallet evalWalletContent()

Wallet

- workLevel: int
-location: Set
-actorType: String
-isWorking: boolean
-actor: Player

+ setWork(p: Player)
+getWorkStatus(): boolean
+isAvailableWork(): Boolean
+getPay()

CastngOffice

+ wallet()
+ userInput: String

+updateWallet()
- payDollars()
- payCredits()

GameTiles

- tiles: LinkedList<Location>
- deck: SceneDeck

+ isBoardWrapped: Boolean
+ drawScenes()
+ drawScenes()
+ grabID: int
- initializeNeighbors()
- initializeTiles()

Location

- String name;
- Set workSpace;
- ID: int
- neighbors: LinkedList<Location>

+setID(int ID)
+setName(String setName)
+ setNeighbors(LinkedList<Location> neighbors)
+ String getLocationName(){ return name
+Set getSet()
+ int getID()
+LinkedList<Location> getNeighbors()

Roll

- diceRoll: int
-actingCounters: int

+incrementActingCounter()
+rollDie()
+getDieRoll(): int

0,12

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