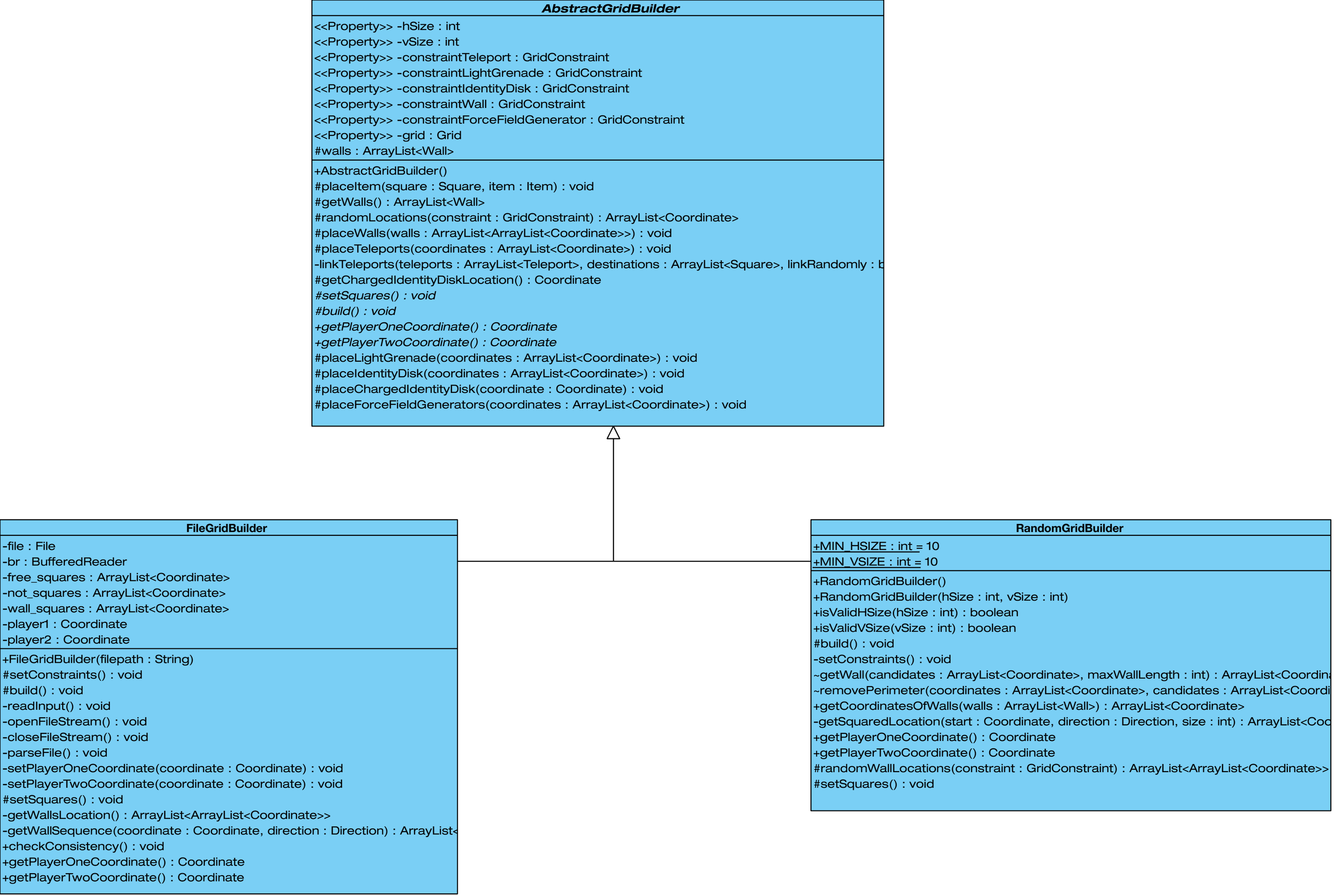
AbstractGridBuilder
<<Property>> -hSize : int
<<Property>> -vSize : int
<<Property>> -constraintTeleport : GridConstraint
<<Property>> -constraintLightGrenade : GridConstraint
<<Property>> -constraintIdentityDisk : GridConstraint
<<Property>> -constraintWall : GridConstraint
<<Property>> -constraintForceFieldGenerator : GridConstraint
<<Property>> -grid : Grid
#walls : ArrayList<Wall>
+AbstractGridBuilder()
#placeItem(square : Square, item : Item) : void
#getWalls() : ArrayList<Wall>
#randomLocations(constraint : GridConstraint) : ArrayList<Coordinate>
#placeWalls(walls : ArrayList<ArrayList<Coordinate>>) : void
#placeTeleports(coordinates : ArrayList<Coordinate>) : void
-linkTeleports(teleports : ArrayList<Teleport>, destinations : ArrayList<Square>, linkRandomly : b
#getChargedIdentityDiskLocation() : Coordinate
#setSquares() : void
#build() : void
+getPlayerOneCoordinate() : Coordinate
+getPlayerTwoCoordinate() : Coordinate
#placeLightGrenade(coordinates : ArrayList<Coordinate>) : void
#placeIdentityDisk(coordinates : ArrayList<Coordinate>) : void
#placeChargedIdentityDisk(coordinate : Coordinate) : void
#placeForceFieldGenerators(coordinates : ArrayList<Coordinate>) : void
FileGridBuilder
-file : File
-br : BufferedReader
-free_squares : ArrayList<Coordinate>
-not_squares : ArrayList<Coordinate>
-wall_squares : ArrayList<Coordinate>
-player1 : Coordinate
-player2 : Coordinate
+FileGridBuilder(filepath : String)
#setConstraints() : void
#build() : void
-readInput() : void
-openFileStream() : void
-closeFileStream() : void
-parseFile() : void
-setPlayerOneCoordinate(coordinate : Coordinate) : void
-setPlayerTwoCoordinate(coordinate : Coordinate) : void
#setSquares() : void
-getWallsLocation() : ArrayList<ArrayList<Coordinate>>
-getWallSequence(coordinate : Coordinate, direction : Direction) : ArrayList<
+checkConsistency() : void
+getPlayerOneCoordinate() : Coordinate
+getPlayerTwoCoordinate() : Coordinate
RandomGridBuilder
+MIN_HSIZE : int = 10
+MIN_VSIZE : int = 10
+RandomGridBuilder()
+RandomGridBuilder(hSize : int, vSize : int)
+isValidHSize(hSize : int) : boolean
+isValidVSize(vSize : int) : boolean
#build() : void
-setConstraints() : void
~getWall(candidates : ArrayList<Coordinate>, maxWallLength : int) : ArrayList<Coordina
~removePerimeter(coordinates : ArrayList<Coordinate>, candidates : ArrayList<Coordi
+getCoordinatesOfWalls(walls : ArrayList<Wall>) : ArrayList<Coordinate>
-getSquaredLocation(start : Coordinate, direction : Direction, size : int) : ArrayList<Coo
+getPlayerOneCoordinate() : Coordinate
+getPlayerTwoCoordinate() : Coordinate
#randomWallLocations(constraint : GridConstraint) : ArrayList<ArrayList<Coordinate>>
#setSquares() : void