ForceFieldEffect

+ForceFieldEffect(): void

+execute(player : Player) : void

+execute(identityDisc : IdentityDisc) : void

+toString(): String

ForceFieldStuckEffect

+ForceFieldStuckEffect(): void +execute(player: Player): void

+execute(identityDisc : IdentityDisc) : void

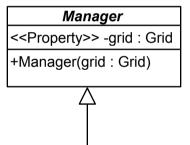
places

-turnOn(): void

+decreaseActions(): void

+setEffects(square : Square) : void +removeEffects(square : Square) : void

+toString(): String



ForceFieldManager

-MAX_DISTANCE : int = 3

-forceFields : ArrayList<ForceField>

+ForceFieldManager(grid : Grid)

#addForceField(forceField: ForceField): void

#canHaveAsForceField(forceField: ForceField): boolean

-contains(forceField : ForceField) : boolean #getAllForceFields() : ArrayList<ForceField> +update(o : Observable, arg : Object) : void

#detectForceFields(): void

#createForceFieldBetween(coordinate : Coordinate, coordinateToCheck : Coordinate) : void

T: GridEleme MultiGridElement << Property>> -gridElements : ArrayList<T> +MultiGridElement() +contains(gridElement : T) : boolean +addGridElement(gridElement: T): void +addGridElement(i:int, gridElement:T):void +getGridElement(i:int):T +removeGridElement(i:int):void +removeGridElement(gridElement: T): void +isValidGridElement(gridElement : T) : boolean +getLength(): int Field +setAllEffects(): void +removeAllEffects(): void +setEffects(square : Square) : void +removeEffects(square : Square) : void **ForceField** -forceFieldEffect: ForceFieldEffect -forceFieldStuckEffect: ForceFieldStuckEffect +MAX LENGTH: int = 4 +ACTIONS ON: int = 2 +ACTIONS OFF: int = 2 -remainingActions : int = square.field.ForceField.ACTIONS ON <<Pre><<Pre>roperty>> -active : boolean = true +ForceField() +isValidGridElement(square : Square) : boolean -turnOff(): void