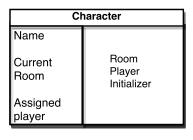
SWEN 222 CRC Diagrams - Casey Huang and Linus Go



Contains hand
Has Position
Holds current
Room
Character
Position
Coordinate
CluedoGame
Stores
coordinates

Contains weaponCard contains characterCard contains roomCard currentPlayer checks validity of suggestion

Contains weaponCard WeaponCard RoomCard CharacterCard Player

contains
weaponCard
contains
characterCard
contains
roomCard
currentPlayer
checks Validity
of Accusation

WeaponCard
RoomCard
CharacterCard
Player
Envelope

Has name
Has weapon
Has character
Has coordinates
Has list of
Doors
Has
playerCoords

RoomCard
RoomCard
CharacterCard
Player

stores x coordinate stores y coordinate Room Door

stores
weaponName
stores
currentRoom

CluedoGame
WeaponCard

Contains
Weapon
Returns
Name of
object

Weapon
CluedoGame
Weapon
Initializer

Contains character CluedoGame Returns Character Initializer Object

Contains
Room CluedoGame
Returns Room
name of Initializer
object

Contains character Returns name of Object CluedoGame Initializer

Retrieves user input Sends user input to the board

CluedoGame Board

draws the current game state checks validMove CluedoGame TextClient

CluedoGame Runs the game CluedoGame Contains game TextClient logic Initalizer Holds Board currentPlayers Envelope Liases with Card TextClient to drive Player game Character Holds the current Argument state of the game

Intializer Initializes game WeaponCard state Weapon Creates CharacterCard corresponding Character cards and objects RoomCard Distributes Cards to Room players Envelope Places them on the Board board CluedoGame Creates solution envelope