SWEN 222 CRC Diagrams - Casey Huang and Linus Go

Character

Name Current Room Assigned player	Room Player Initializer

Player

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

Suggestion

contains weaponCard contains characterCard contains roomCard currentPlayer checks validity of suggestion	WeaponCard RoomCard CharacterCard Player

Accusation

contains weaponCard contains characterCard contains roomCard currentPlayer checks Validity of Accusation	WeaponCard RoomCard CharacterCard Player Envelope

Room

Has name Has weapon Has character Has coordinates Has list of Doors Has playerCoords	WeaponCard RoomCard CharacterCard Player

Position

stores x coordinate stores y coordinate	Player Character Room Door

Weapon

stores weaponName stores currentRoom	CluedoGame WeaponCard

WeaponCard

Contains Weapon Returns Name of object	CluedoGame Weapon Initializer

CharacterCard

Contains character Returns name of Object	CluedoGame Character Initializer

WeaponCard

Contains Room Returns name of object	CluedoGame Room Initializer

Envelope

Contains character Returns name of Object	CluedoGame Character Initializer

TextClient

Retrieves user input Sends user input to the board	CluedoGame Board

Board

draws the current game state checks validMove	CluedoGame TextClient

CluedoGame

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

Intializer

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