Modeleren 3

Marijn Heuts
Thim Heider
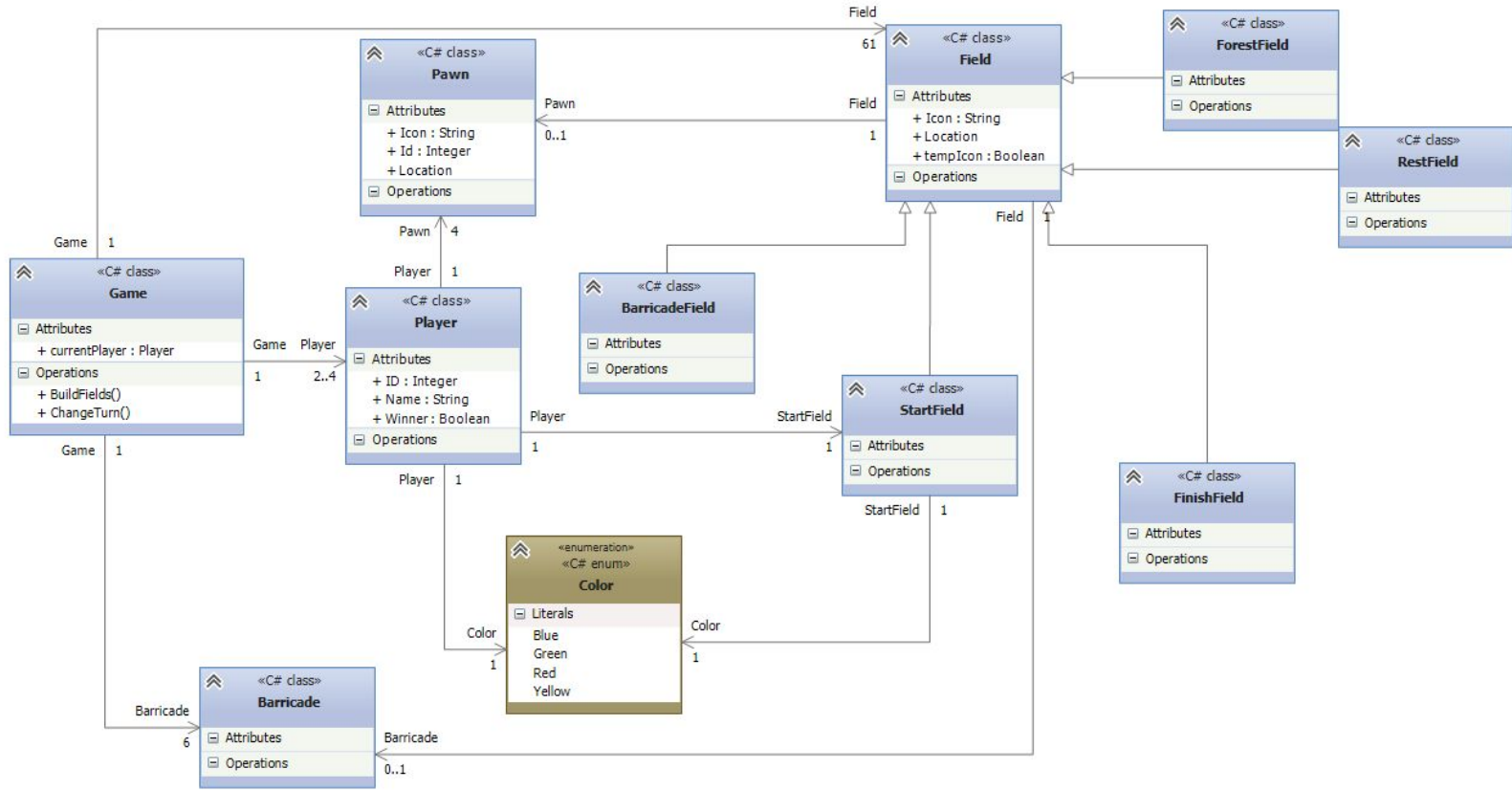
AKD

CD
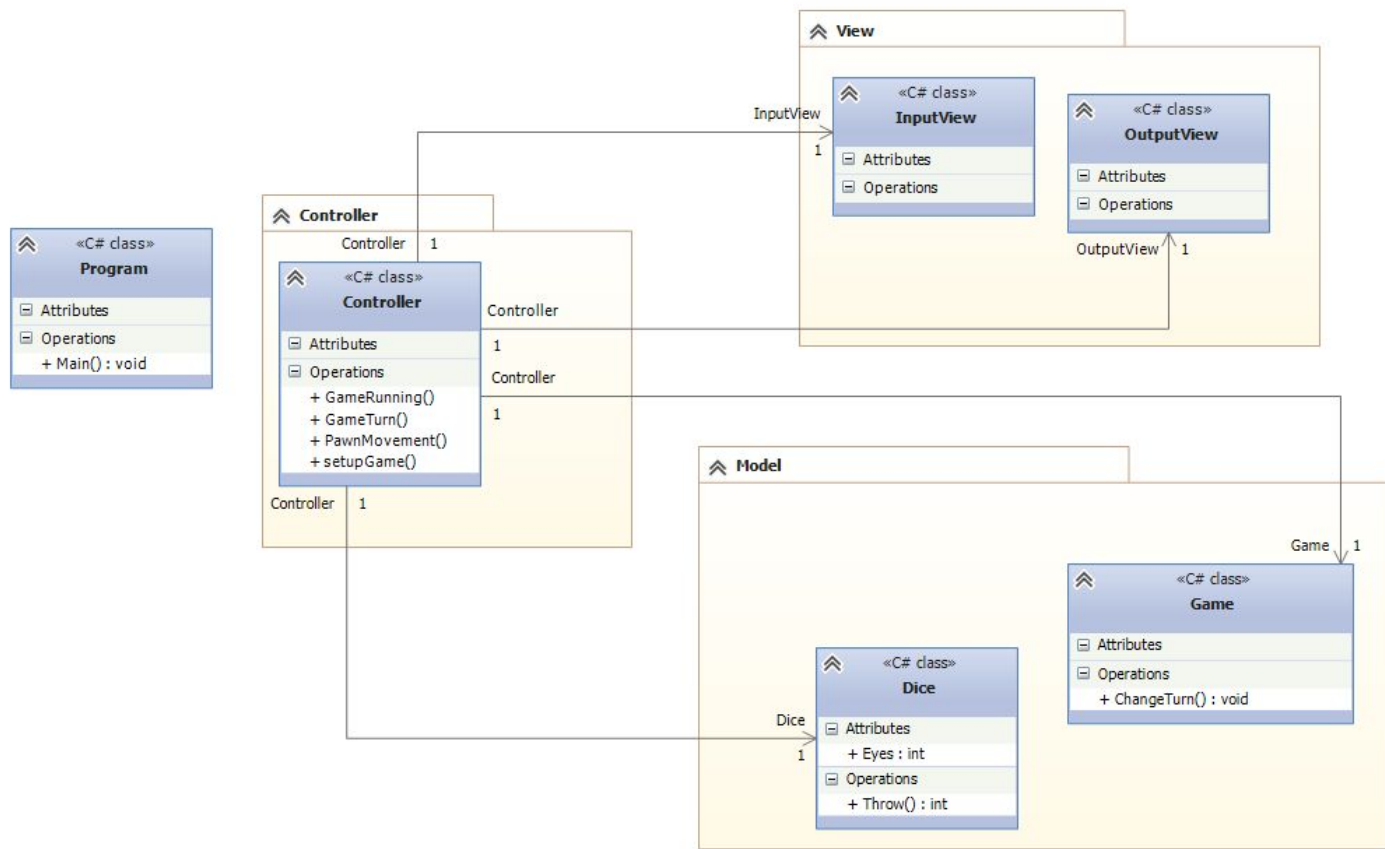
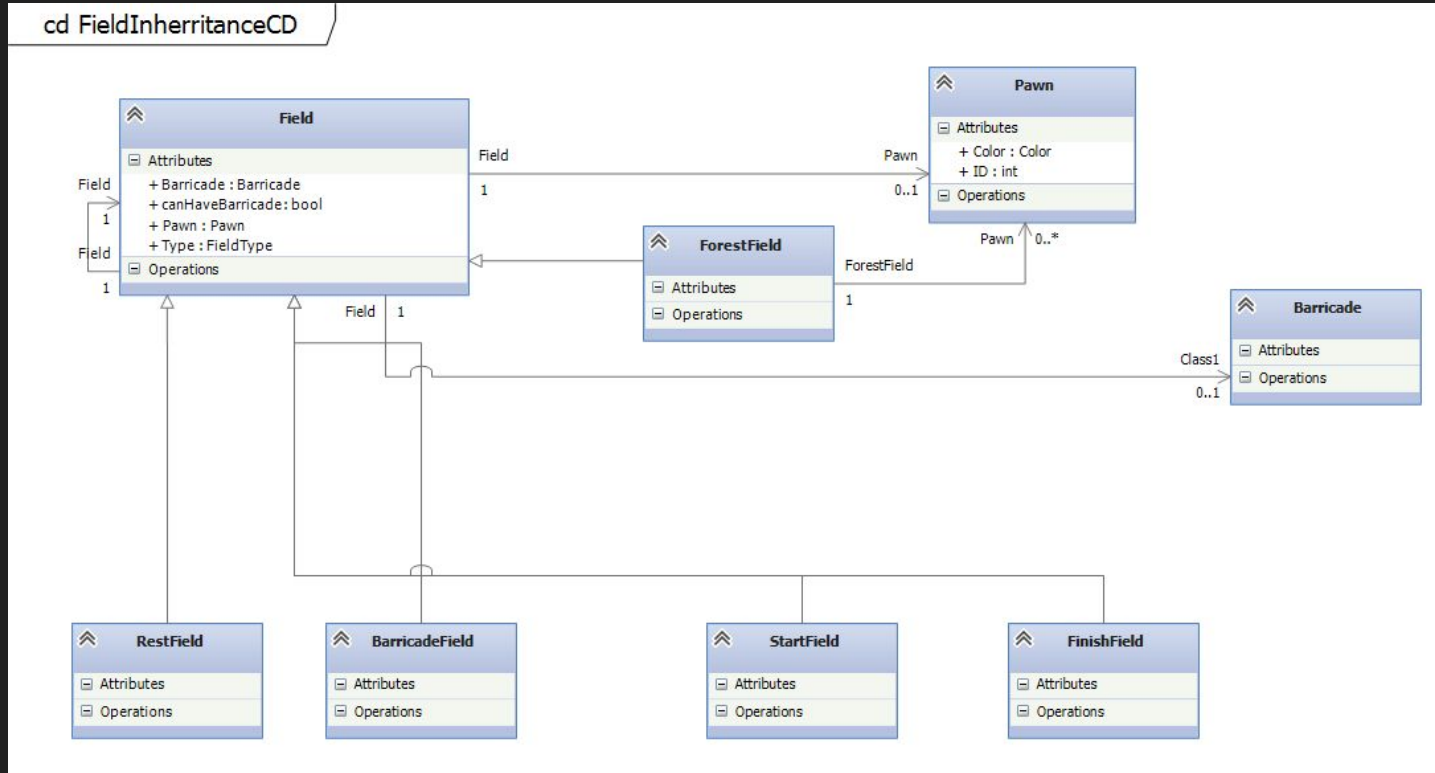cd BarricadeCD

Pawn «C# class»
- Attributes
  - + Icon : String
  - + Id : Integer
  - + Location
- Operations

Field «C# class»
- Attributes
  - + Icon : String
  - + Location
  - + tempIcon : Boolean
- Operations

ForestField «C# class»
- Attributes
- Operations

RestField «C# class»
- Attributes
- Operations

Game «C# class»
- Attributes
  - + currentPlayer : Player
- Operations
  - + BuildFields()
  - + ChangeTurn()

Player «C# class»
- Attributes
  - + ID : Integer
  - + Name : String
  - + Winner : Boolean
- Operations

BarricadeField «C# class»
- Attributes
- Operations

StartField «C# class»
- Attributes
- Operations

FinishField «C# class»
- Attributes
- Operations

Color «enumeration» «C# enum»
- Literals
  - Blue
  - Green
  - Red
  - Yellow

Barricade «C# class»
- Attributes
- Operations

Inheritance

```
The Current Player = marijn
color = Red


                      F
                      |
      X | X | X | X | O | X | X | X | X
      |                               |
      X | X | X | R | O | R | X | X | X
                      |
          X | X | O | X | O | X | X
          |                   |
          R | O | X | 1 | X | O | R
                      |
              X | 3 | R | X | X
              |       W       |
      R | X | R | 1 | 2 | R | X | X | R | X | R
      |       |       |           |       |
      X | X | X | X | X | 2 | 3 | X | 1 | X | X


Moves Left: 3
What pawn do you whish to move?
1,2,3,4

■
```
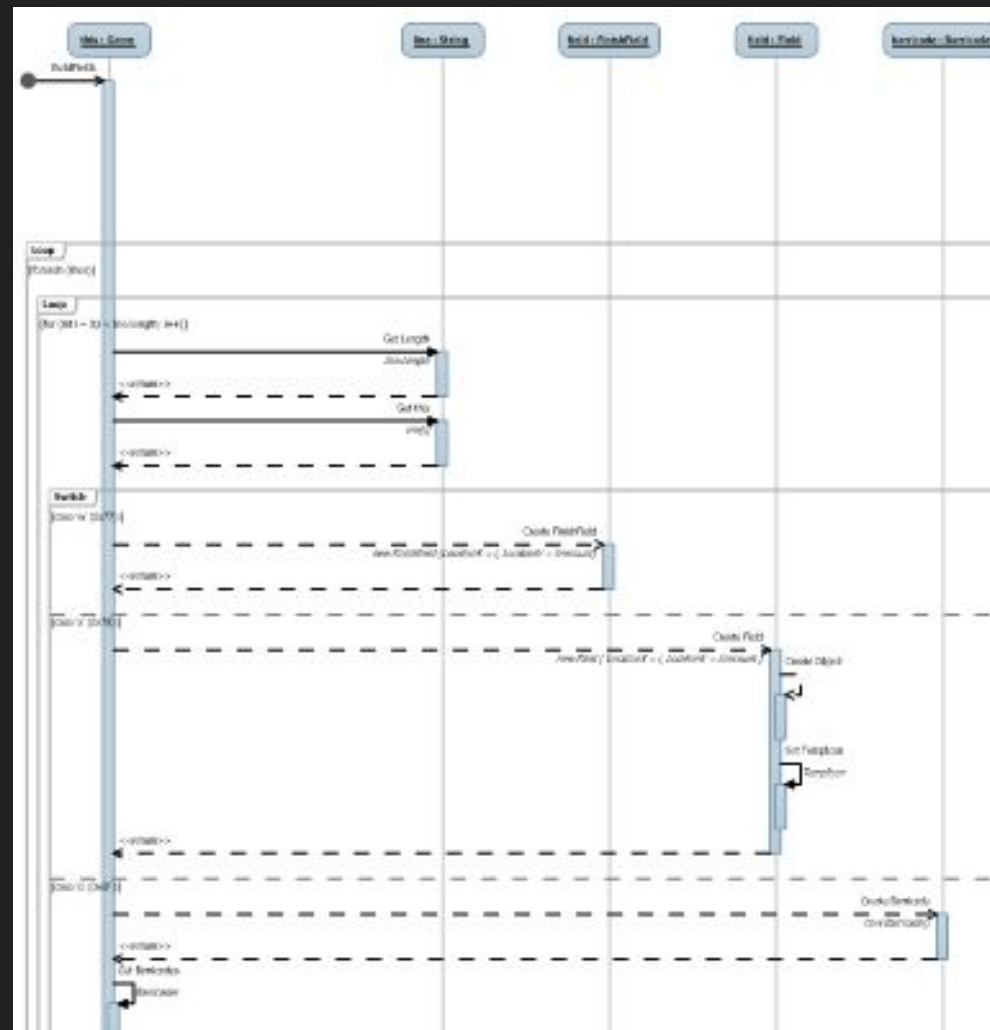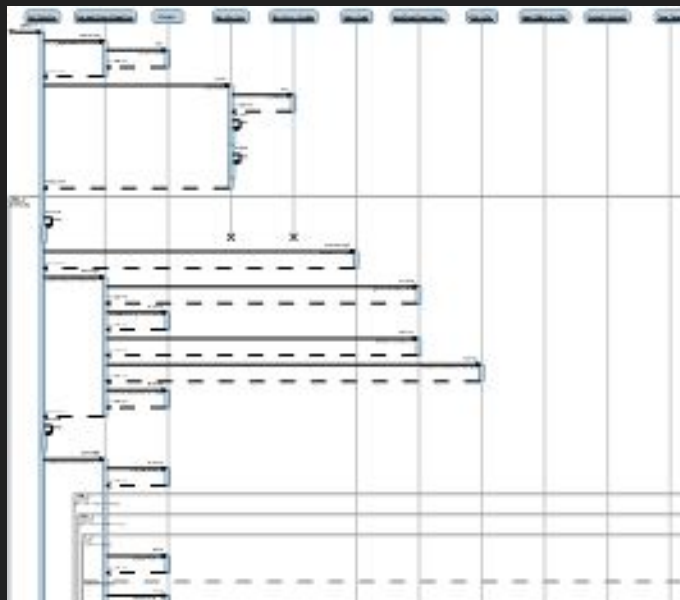
Sequence Diagrams

● BuildFields

Sequence Diagrams

- GameTurn

Sequence Diagrams

- MoveBarricade