UML DIAGRAMS

Woo

- int countMoves
- + Woo()
- + static void printWelcome()
- + static Player createNewPlayer()
- + void printMoves()
- + static void listAnimals()
- + static void main(String[] args)

Animal

- # int trickVal
- # String trick
- # int price
- # int maintenance
- # int appealVal
- # int length
- # int width
- # int[][] shape
- # boolean isTrained
- + int getTrickVal()
- + String getTrick()
- + int getPrice()
- + int getAppealVal()
- + int getLength()
- + int getWidth()
- + int getMaintenance()
- + int setTrickVal(int x)
- + String toString()

Player

- String name
- int currentFunds
- int amtFame
- ArrayList<Animal> ownedAnimals

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+ Player()
+ void buyAnimal(Animal name)
+ void trainAnimal(Animal name, int numTimes)
+ int getBalance()
+ int withdraw()
+ int deposit()
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Circus

- int amtEarned
- int fameGained
- int numAudience

+ Circus()
+ int getNumAudience()
+ int setNumAudience(int[] trickVals, int[] appealVal, int price)
+ void setAmtEarned()
+ void calculateFame()
+ String toString()
```

GameBoard - Animal[][] board + Animal[] roster + void addAnimal(Object Animal, int x, int y) + void removeAnimal(Object Animal, int x, int y) + String toString()

Updated 2017-01-12