UML DIAGRAMS

Woo
- int countMoves
- boolean gameRunning
+ static final String[] ANIMALS
+ Woo()
+ static void printWelcome()
+ void printMoves()
+ static String listAnimals()
+ static void attemptPurchase(Woo someGame, Player somePlayer,
Animal someAnimal,GameBoard someBoard)
+ static String prettySpacing(int x)
+ static void main(String[] args)1

Animal
int trickVal
String trick
int price
int appealVal
int length
int width
int[][] shape
boolean isTrained
String name
boolean isOnBoard
+ int getTrickVal()
+ String getTrick()
+ int getPrice()
+ int getAppealVal()
+ int getLength()
+ int getWidth()
+ int[][] getShape()
+ boolean getIsTrained()
+ boolean train()
+ abstract String toString()
+ String getName()
+ boolean putOnBoard()
+ boolean removeOffBoard()
+ boolean getIsOnBoard()

Bear
+ Bear()
+ String toString()

```
                    Player
-------------------------------------------------
- String name
- int currentFunds
- int amtFame
- ArrayList<Animal> ownedAnimals
- ArrayList<Integer> trickVal
- ArrayList<Integer> appealVal;
-------------------------------------------------
+ Player(String n)
+ String toString()
+ String newBalance(Circus c)
+ void buyAnimal(Animal someAnimal)
+ String listOwnedAnimals()
+ int trainAnimal(Animal someAnimal)
+ ArrayList<Integer> getTrickVal()
+ ArrayList<Integer> getAppealVal()
+ ArrayList<Animal> getOwnedAnimals;
+ String getName()
```
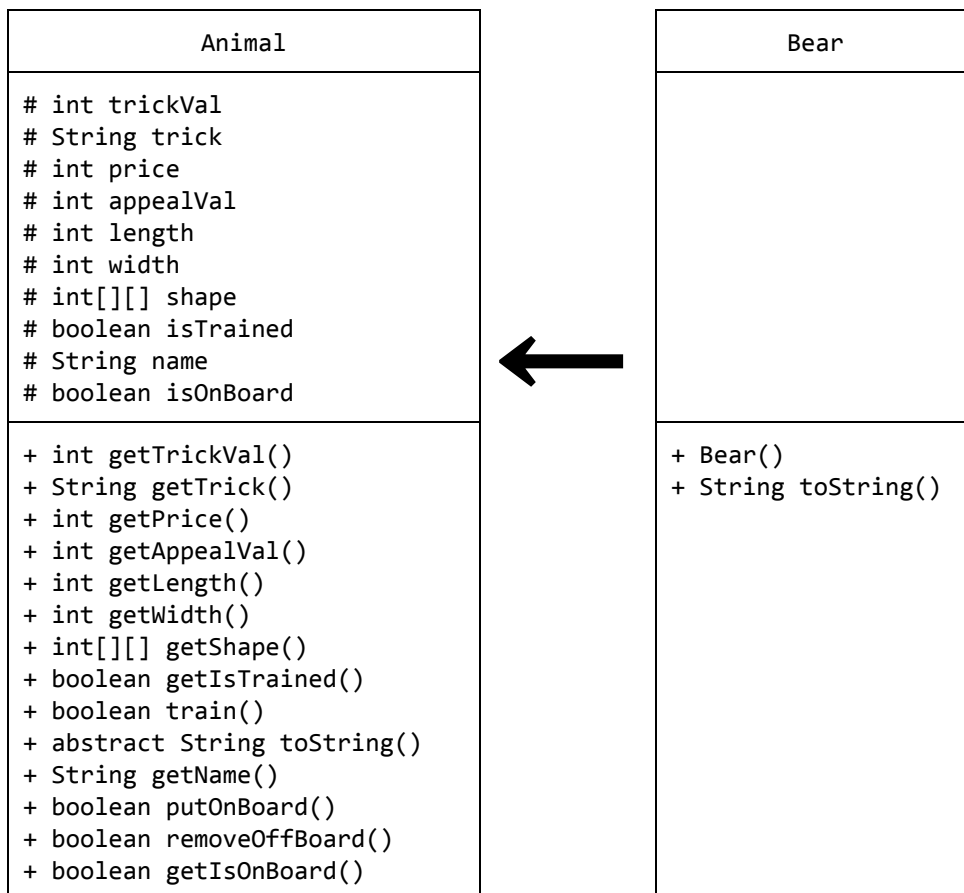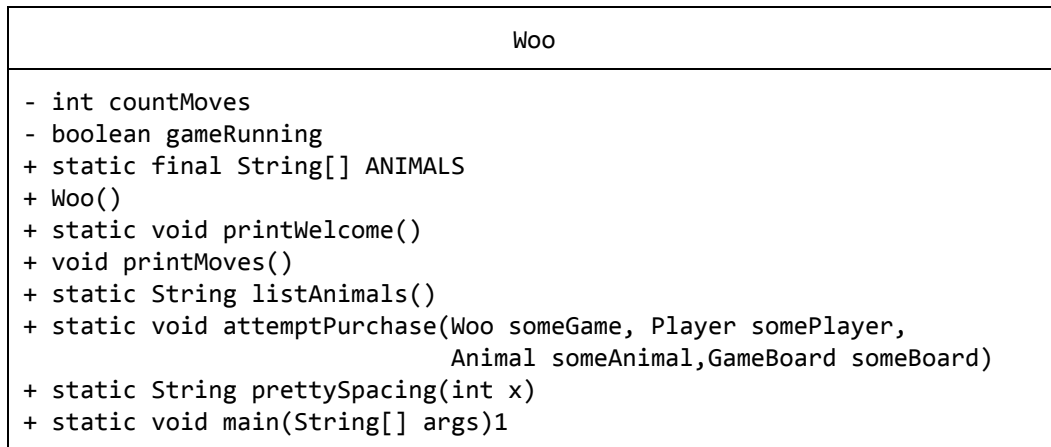
```
                    Circus
-------------------------------------------------
- int amtEarned
- int fameGained
- int numAudience
- int price
-------------------------------------------------
+ Circus()
+ int getAmtEarned()
+ int getFameGained()
+ void results(Player person)
+ void setAmtEarned()
+ String toString()
```

```
                  GameBoard
-------------------------------------------------
- int[][] board
- int boardSize;
- ArrayList<Animal> roster
- ArrayList<int[][]> rosterShapes
-------------------------------------------------
+ GameBoard()
+ String toString()
+ String boardState(int x)
+ int[][] getBoard()
+ ArrayList<Animal> getRoster()
```

```
+ String getRoster(int i)
+ ArrayList<int[][]> getRosterShapes()
+ boolean addAnimal(Animal someAnimal, int x, int y)
+ void reset()
+ void expandBoard(int x)
```

Updated 2017-01-21