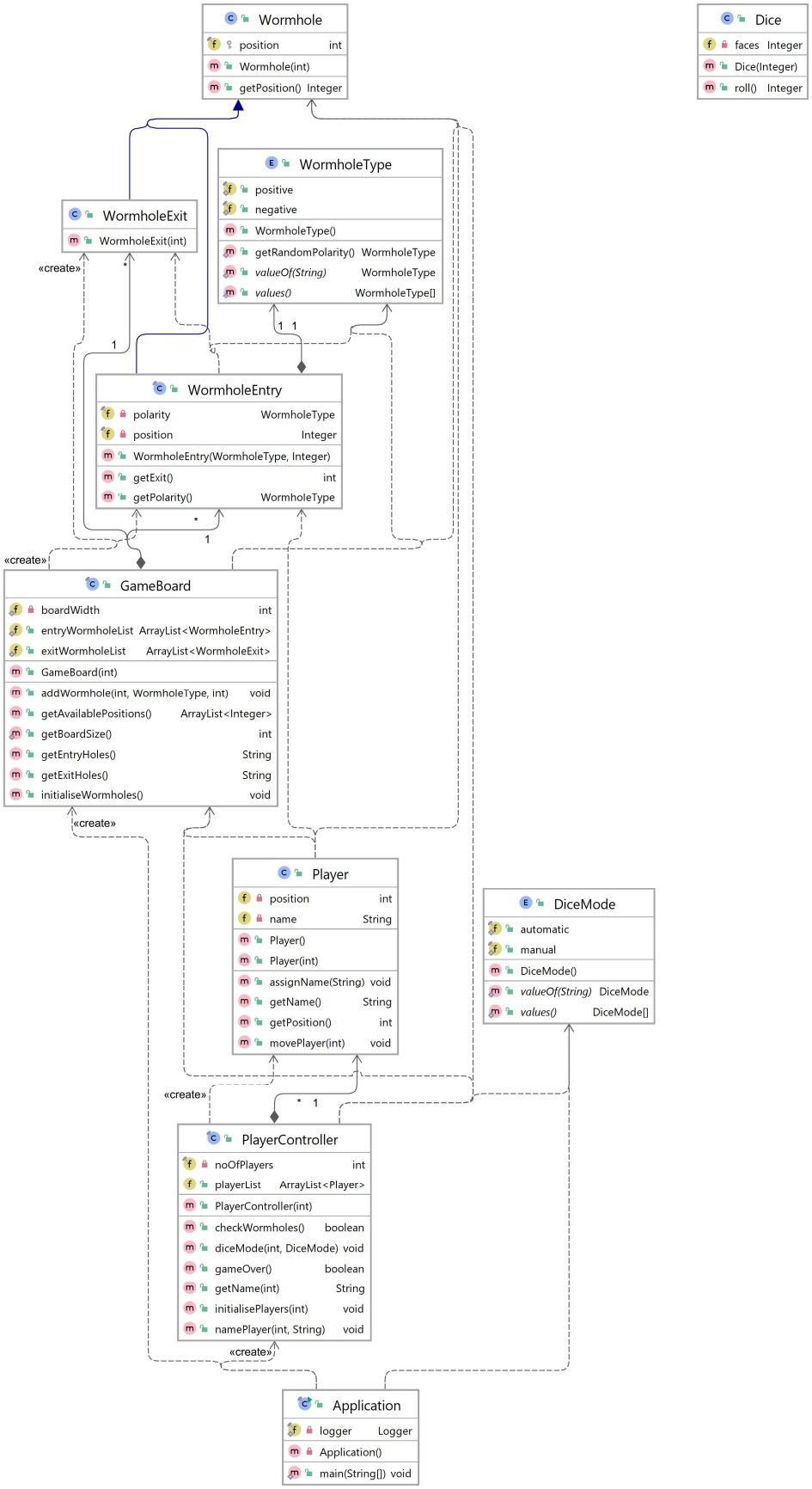
Wormhole
position int
Wormhole(int)
getPosition() Integer
Dice
faces Integer
Dice(Integer)
roll() Integer
WormholeType
positive
negative
WormholeType()
getRandomPolarity() WormholeType
valueOf(String) WormholeType
values() WormholeType[]
WormholeExit
WormholeExit(int)
«create»
WormholeEntry
polarity WormholeType
position Integer
WormholeEntry(WormholeType, Integer)
getExit() int
getPolarity() WormholeType
GameBoard
boardWidth int
entryWormholeList ArrayList<WormholeEntry>
exitWormholeList ArrayList<WormholeExit>
GameBoard(int)
addWormhole(int, WormholeType, int) void
getAvailablePositions() ArrayList<Integer>
getBoardSize() int
getEntryHoles() String
getExitHoles() String
initialiseWormholes() void
Player
position int
name String
Player()
Player(int)
assignName(String) void
getName() String
getPosition() int
movePlayer(int) void
DiceMode
automatic
manual
DiceMode()
valueOf(String) DiceMode
values() DiceMode[]
PlayerController
noOfPlayers int
playerList ArrayList<Player>
PlayerController(int)
checkWormholes() boolean
diceMode(int, DiceMode) void
gameOver() boolean
getName(int) String
initialisePlayers(int) void
namePlayer(int, String) void
Application
logger Logger
Application()
main(String[]) void