CRC analysis

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| **GameStart** | |
| **Subclasses:** | |
| * Setting up a new game * Show instructions to choose between Human vs Human and Computer vs Human | * Player * GameController |

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| **Player** | |
| **Subclasses: HumanPlayer, ComputerPlayer** | |
| * Make a move * Type an expected command (Move, Undo, Redo, Save, Load, Exit) | * GameController * commandHandler |

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| **GameController** | |
| **Subclasses:** | |
| * Manage player turns. * Set up all players and player states. | * BoardRender * GameState * WildTicTacToeRule * History * Player |

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| **BoardRender** | |
| **Subclasses:** | |
| * Draw/ display the board with the requested game state on screen. * Take User command * Show game instructions | * GameController * GameState * Player |

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| **GameState** | |
| **Subclasses:** | |
| * Create a game state for each player's turn including the moves of each player, the player's turn, and the outcome) | * GameController * BoardRender * Player |

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| **WildTicTacToeRule** | |
| **Subclasses:** | |
| * Implement Wild Tic Tac Toe rules * Checking winning conditions based on those rules. * Validate the player’s moves. | * GameController * Player * GameState |

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| **commandHandler** | |
| **Subclasses:** | |
| * Save the game to a file if the player types “Save” * Restore the game from a file if the player types “Load” * Can redo or undo from the current move by typing “Redo” or “Undo” * Finish the game if the player types “Exit” * The Player will be assisted more with “Help” command | * Player * GameController * History * Help |

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| **History** | |
| **Subclasses:** | |
| * Record all game states for both players. * Game states are undoable and redoable | * CommandHandler * Player |

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| **Help** | |
| **Subclasses:** | |
| * Explain and show available commands * Show some examples to assist players. | * GameController |