

Observable
-observers: vector<Observer>
+addObserver(ob: Observer)
+removeObserver(ob: Observer)
+notifyObservers()



Observer
+update()

«enumeration» Color
BLUE
RED

«enumeration» SquareType
EARTH
WATER

«enumeration» Difficulty
BEGINNER
NORMAL

«enumeration» State
NOT_STARTED
IN_GAME
GAME_OVER

Stratego
-selected: Square
-difficult�: Difficulty
-state: State
-board: Board
-players: std::array<Player,2>
-observers: vector<Observer>
-currentPlayer: int
+Stratego(Difficulty difficulty)
+initializeBoard(): void
+selectPiece(pos: Position): void
+movePiece(pos: Position): void
+isFinish(): bool
+getBoard(): std::array<std::array<Square,10>,10>
+switchPlayer(): void
+getState(): State

Position
-row
-column
+Position(row: int, column: int)
+getRow(): int
+getColumn(): int

Board
-board: std::array<std::array<Square,10>,10>
+Board()
+getBoard(): std::array<std::array<Square,10>,10>
+getSquare(pos: Position): Square
+inside(pos: Position): bool
+addPiece(pos: Position, piece: Piece): void
+removePiece(pos: Position): void
+isSameColor(pos: Position, color: Color): bool
+isFreeSquare(pos: Position): bool
+operator()(x: int, y: int): Square&



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Piece
-level: int
-color: Color
-nbStepMax: int
-isVisible: bool = FALSE
+Pion(level: int, color: Color)
+Pion(level: int, color: Color, nbStepMax: int)
+getLevel(): int
+getColor(): Color
+getStep(): int
+setVisible(isVisible: bool): void
+isSameLevel(piece: Piece): bool
+isStronger(piece: Piece): bool
+isVisible(): bool
+operator<=(std::ostream& os, piece: const Piece&): std::ostream&
+operator==(piece: const Piece&): bool

Player
-pieces: std::vector<Piece>
-color: Color
+Player(color: Color)
+getPieces(): std::vector<Piece>
+addPiece(piece: Piece): void
+removePiece(piece: Piece): void
+operator==(player: const Player&): bool

Square
-type: SquareType
-piece: std::optional<Piece>
-pos: Position
+Square(type: SquareType)
+isLand(): bool
+isFree(): bool
+getPiece(): std::optional<Piece>
+setPiece(piece: Piece): void
+getPosition(): Position
+removePiece(): void
+isSameColor(color: Color): bool
+operator<=(std::ostream& os, square: const Square&): std::ostream&
+operator==(square: const Square&): bool

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