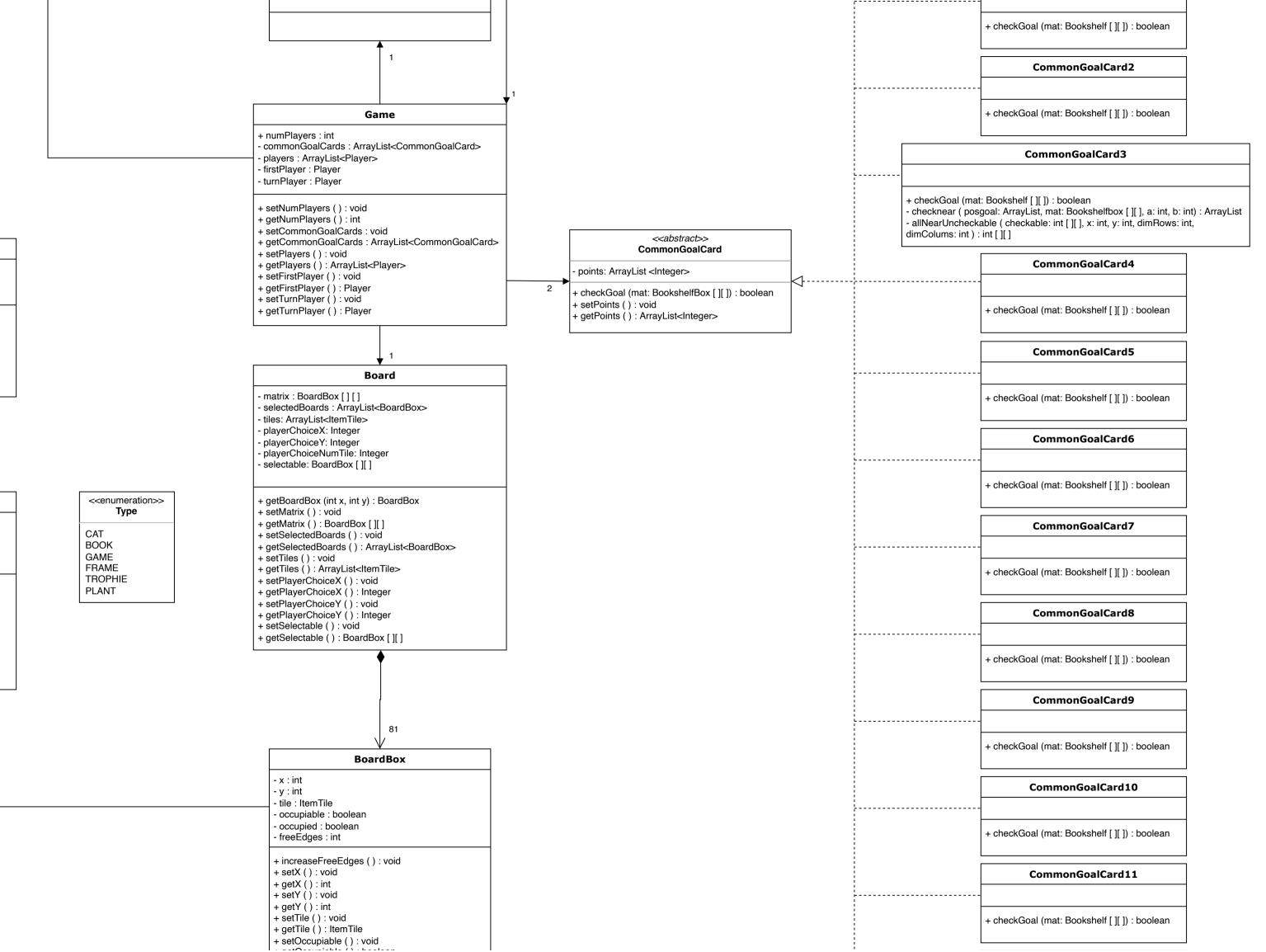
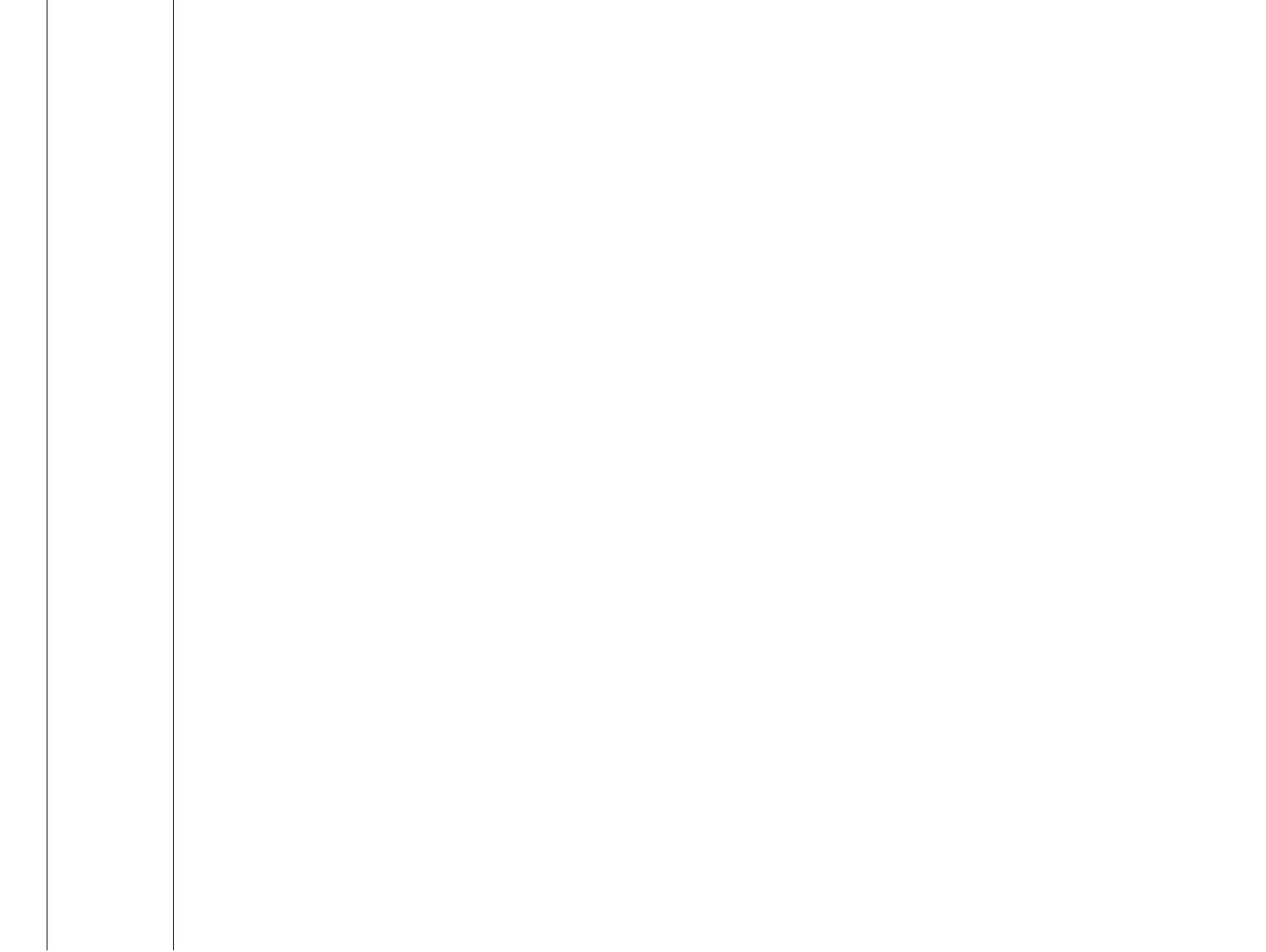


Group: GC41 Date: 27 March 2023

	+ setPlayerPoints (): void + getPlayerPoints (): int + setPersonalGoalPoints (): void + getPersonalGoalPoints (): int + setCommonGoalPoints (): void + getCommonGoalPoints (): ArrayList <integer> + setAdjacentPoints (): void + getAdjacentPoints (): int + setSelectedItems (): void + getSelectedItems (): ArrayList<itemtile></itemtile></integer>	
- coordii	PersonalGoalCard inates : ArrayList <integer></integer>	Bookshelf - matrix : BookshelfBox [][]
+ increa + setCo + getCo + setTy	: ArrayList <type> aseNumOfScored (): void pordinates (): void pordinates (): ArrayList<integer> pes (): void pes (): ArrayList<type></type></integer></type>	- matrix : BookshelfBox [][] - freeShelves : int [] + isFull () : boolean + setMatrix () : void + getMatrix () : BookshelfBox [][] + setFreeShelves () : void + getFreeShelves () : int [] + setBookshelfBox (x: int, y: int, box: BookshelfBox) : void
		BookshelfBox - itemTile : ItemTile - x : int - y : int
		- occupied : boolean + setItemTile () : void + getItemTile () : ItemTile + setX () : void + getX () : int + setY () : void + getY () : int + setOccupied () : void + getOccupied () : boolean
		ItemTile - type : Type {readOnly} - tileID : int
		+ setType (): void + getType (): Type + setTileID (): void + getTileID (): int





+ getOccupiable () : boolean + setOccupied () : boolean + getOccupied () : boolean + setFreeEdges () : void + getFreeEdges () : int + checkGoal (mat: Bookshelf [][]) : boolean