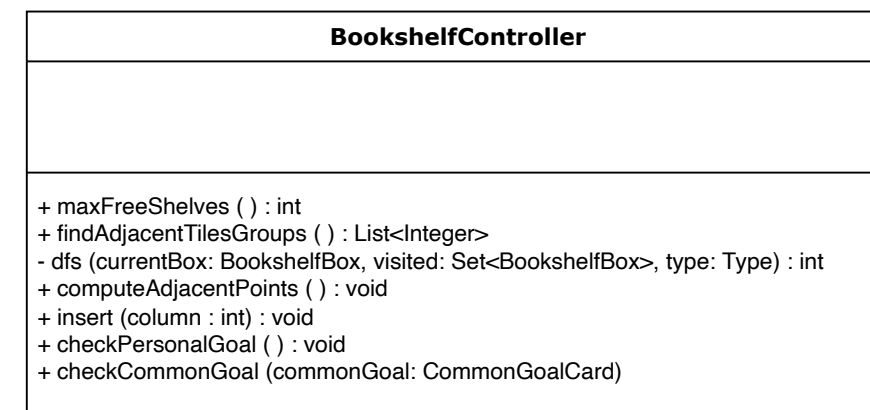


Controller

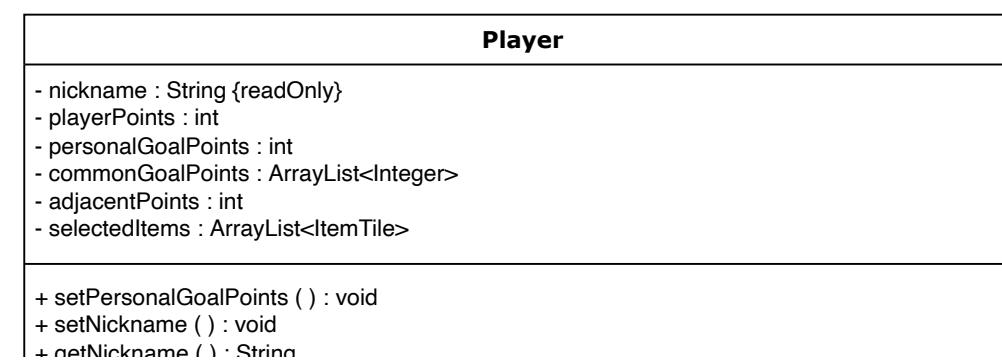


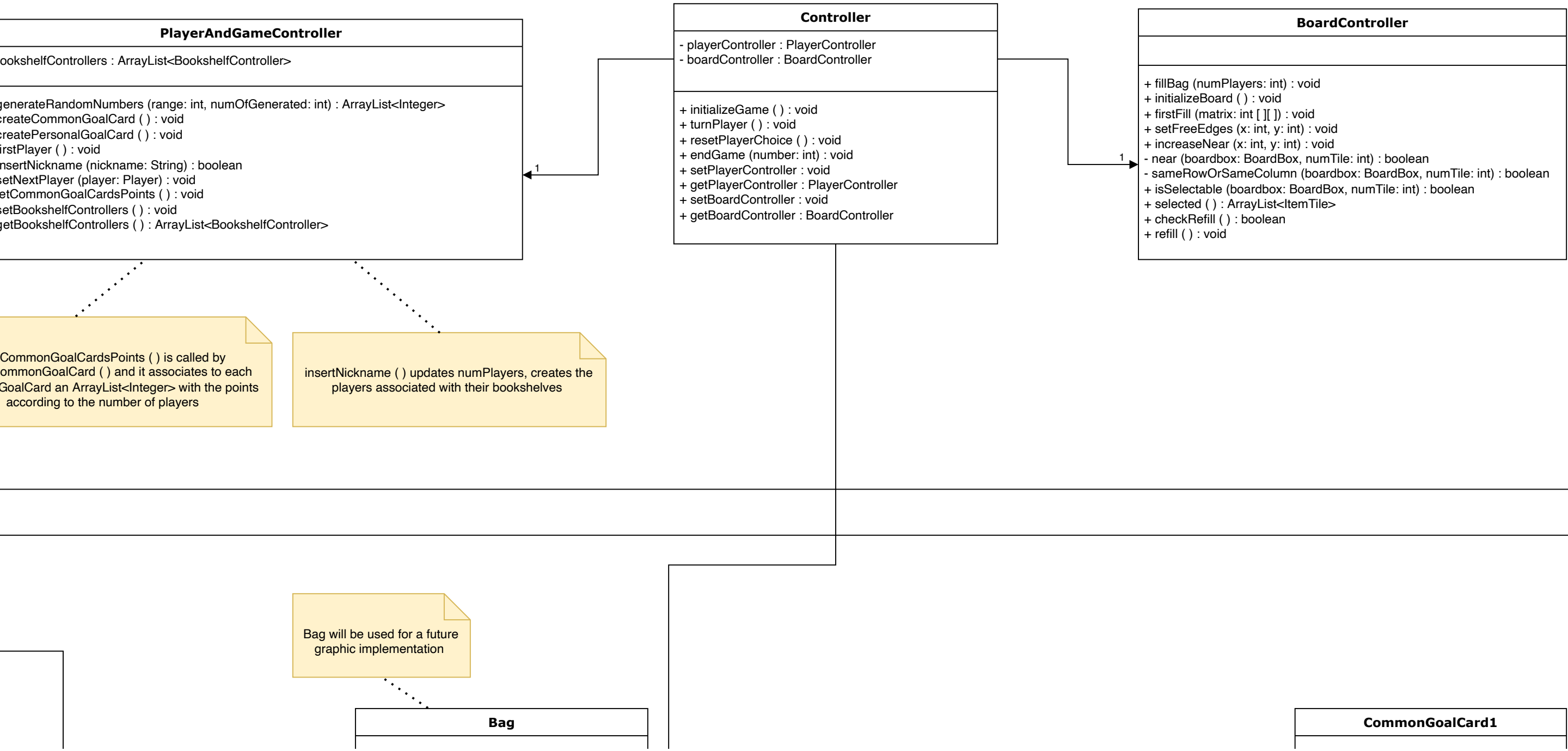
dfs is depth first search and is used by findAdjacentTilesGroups (); Each node returned by findAdjacentTilesGroups () contains the cardinality of the correspondent group found by the algorithm

computeAdjacentPoints sets player's attribute 'adjacentPoints' according to the rules

set
createC
common

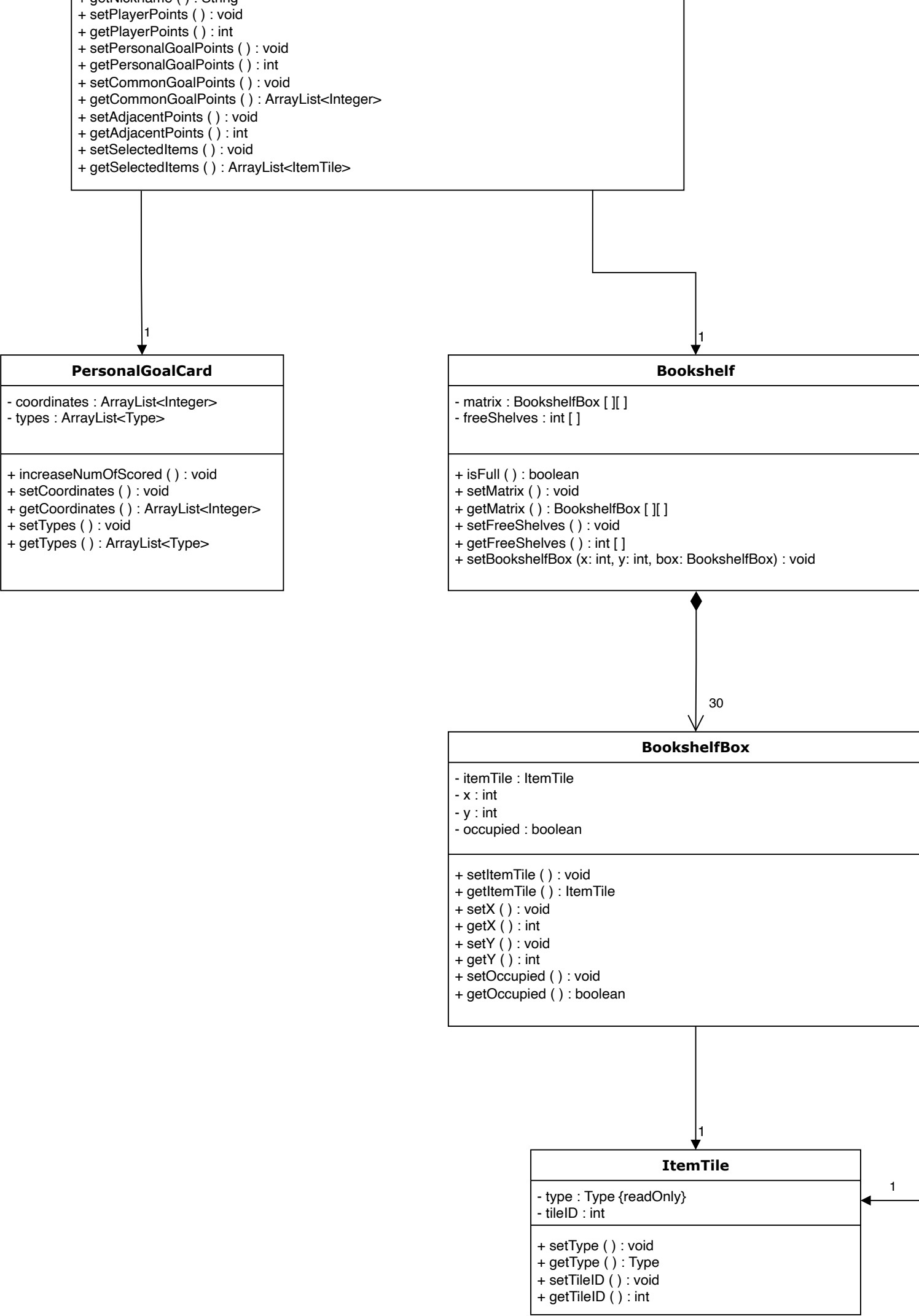
Model

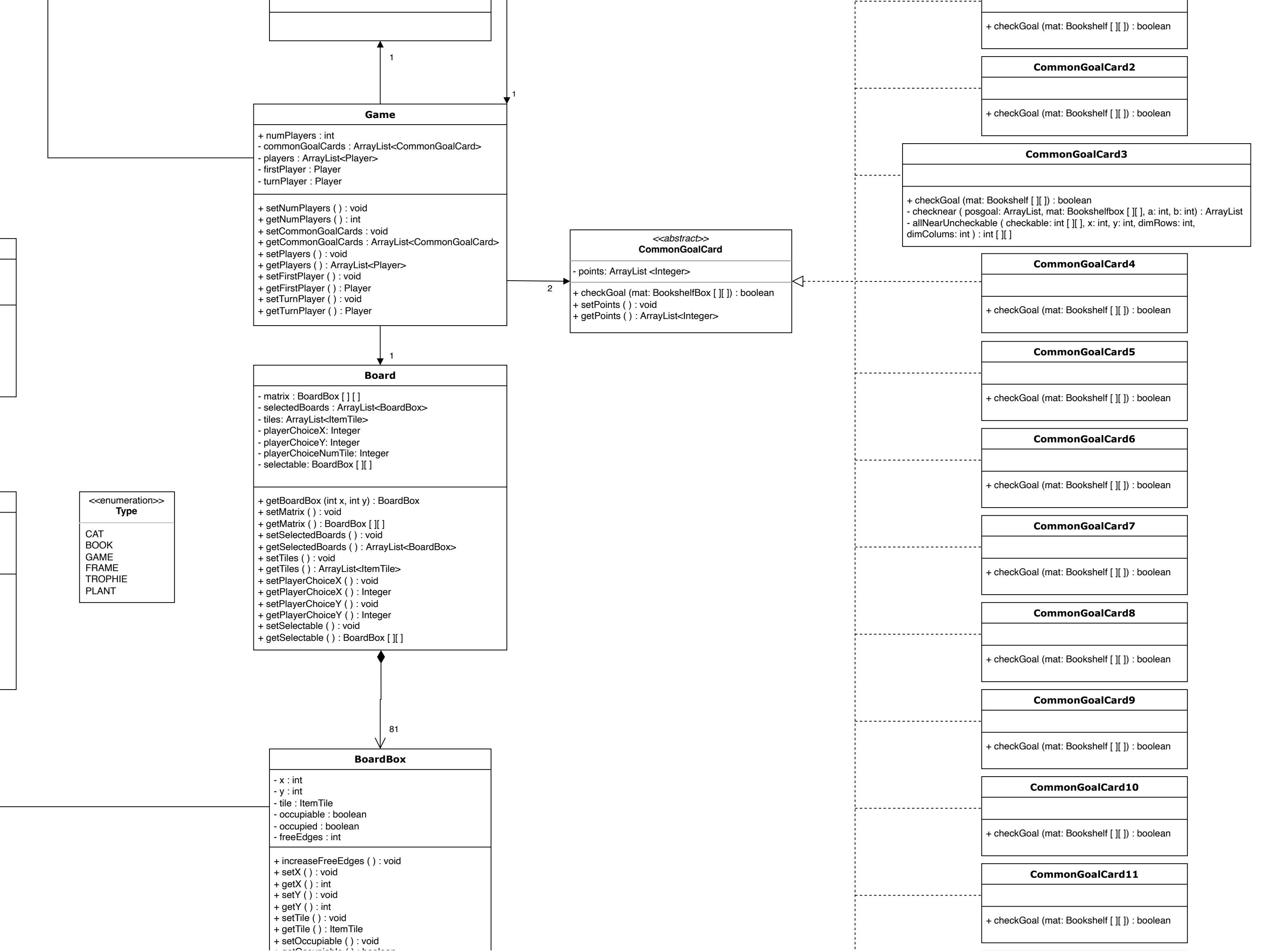




Group: GC41
Date: 27 March 2023







+ getOccupiable () : boolean
+ setOccupied () : void
+ getOccupied () : boolean
+ setFreeEdges () : void
+ getFreeEdges () : int

CommonGoalCard12
+ checkGoal (mat: Bookshelf [][]) : boolean

