Board

- PLAYER_NUM: int
- ROWS: int
- COLS: int
- gameOver: boolean
- round: int
- currPlayer: Player

+ addStartLocation(playerIndex: int, row: int, col: int)
+ startRound()
+ moveWorker(worker: int, dir: Direction)
+ build(worker: int, dir: Direction)
+ getCurrentPlayer()
+ isGameover()
+ isOccupied(dest: Location)
- isCoordOnBoard(dest: Location)
- occupy(dest: Location)
- free(dest: Location)

Location

- row: int
- col: int

+ getRelativeLoc(dir: Direction)

<<enum>> Direction

UPLEFT
UP
UPRIGHT
LEFT
RIGHT
DOWNLEFT
DOWN
DOWNRIGHT

is played by 2

Player

WORKER_NUM: int
- playerNum: int

+ addWorker(dest: Location)
+ moveWorker(worker: int, dir: Direction)
+ getDestination(worker: int, dir: Direction)
+ getWorkerLocation(worker: int)

contains 25

Field

- hasWorker: boolean

+ isMovable(start: Field, dest: Field)
+ build()
+ occupy()
+ free()
+ isOccupied()
+ isBlockFull()
- isBuildable()
- getHeight()

Worker

- location: Location

+ moveAtDir(dest: Location)
+ getDestination(dir: Direction)
+ getLocation()

is occupied by 0..1

Tower

MAX_BLOCKS: int
level: int

+ build()
+ isBuildable()
+ getHeight()
+ isBlockFull()

consists of 0..4

<<enum>> Component

BLOCK
DOME

CREATED WITH YUML