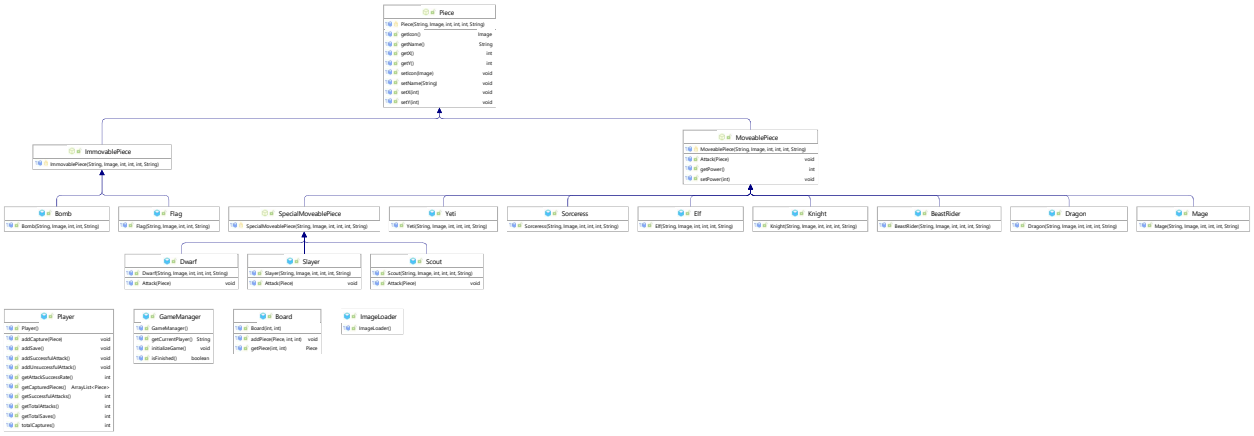
Piece
Piece(String, Image, int, int, int, String)
getIcon() Image
getName() String
getX() int
getY() int
setIcon(Image) void
setName(String) void
setX(int) void
setY(int) void
ImmovablePiece
ImmovablePiece(String, Image, int, int, int, String)
MoveablePiece
MoveablePiece(String, Image, int, int, int, String)
Attack(Piece) void
getPower() int
setPower(int) void
Bomb
Bomb(String, Image, int, int, String)
Flag
Flag(String, Image, int, int, String)
SpecialMoveablePiece
SpecialMoveablePiece(String, Image, int, int, int, String)
Yeti
Yeti(String, Image, int, int, int, String)
Sorceress
Sorceress(String, Image, int, int, int, String)
Elf
Elf(String, Image, int, int, int, String)
Knight
Knight(String, Image, int, int, int, String)
BeastRider
BeastRider(String, Image, int, int, int, String)
Dragon
Dragon(String, Image, int, int, int, String)
Mage
Mage(String, Image, int, int, int, String)
Dwarf
Dwarf(String, Image, int, int, int, String)
Attack(Piece) void
Slayer
Slayer(String, Image, int, int, int, String)
Attack(Piece) void
Scout
Scout(String, Image, int, int, int, String)
Attack(Piece) void
Player
Player()
addCapture(Piece) void
addSave() void
addSuccessfulAttack() void
addUnsuccessfulAttack() void
getAttackSuccessRate() int
getCapturedPieces() ArrayList<Piece>
getSuccessfulAttacks() int
getTotalAttacks() int
getTotalSaves() int
totalCaptures() int
GameManager
GameManager()
getCurrentPlayer() String
initializeGame() void
isFinished() boolean
Board
Board(int, int)
addPiece(Piece, int, int) void
getPiece(int, int) Piece
ImageLoader
ImageLoader()