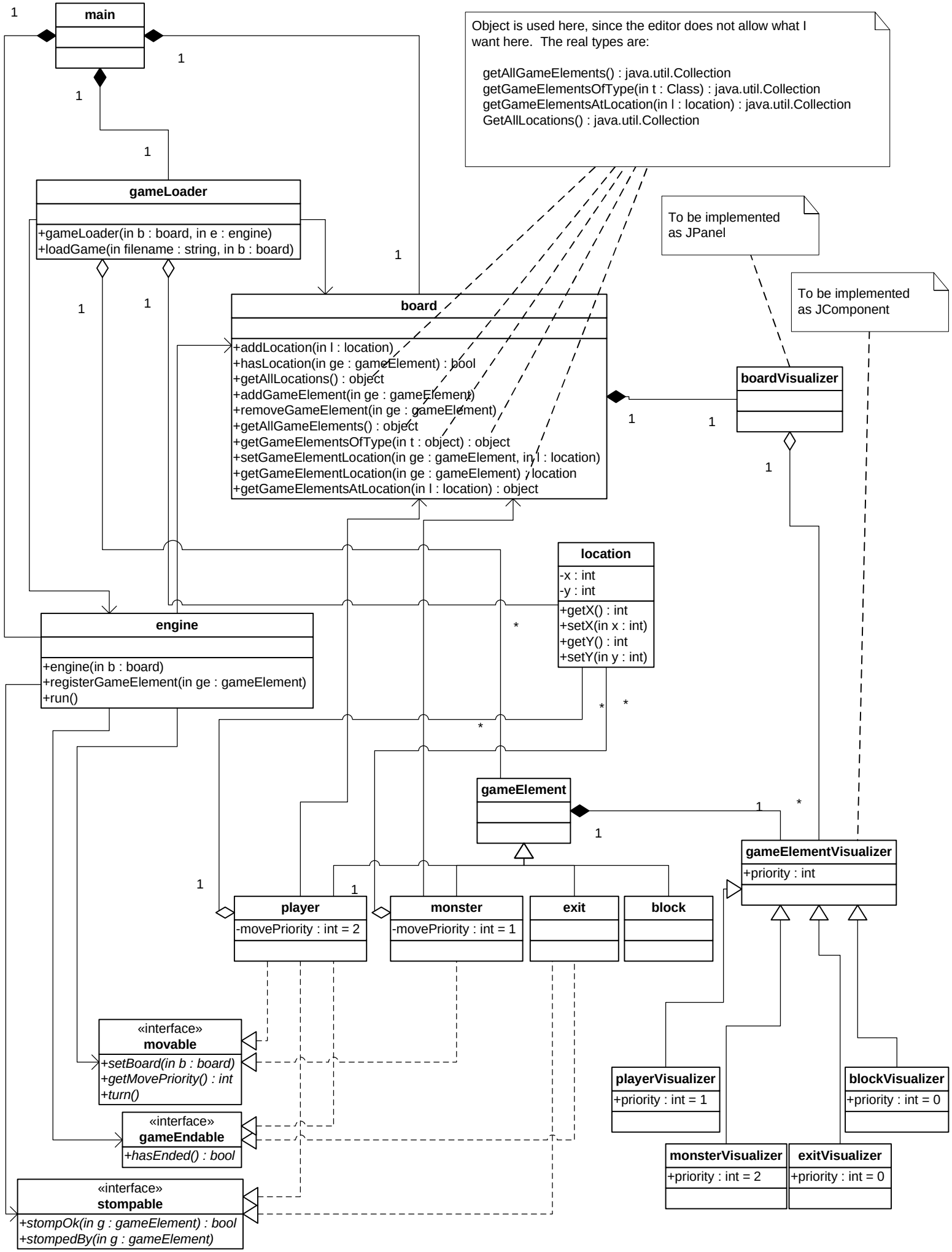
main
Object is used here, since the editor does not allow what I want here. The real types are:
getAllGameElements() : java.util.Collection
getGameElementsOfType(in t : Class) : java.util.Collection
getGameElementsAtLocation(in l : location) : java.util.Collection
GetAllLocations() : java.util.Collection
gameLoader
+gameLoader(in b : board, in e : engine)
+loadGame(in filename : string, in b : board)
To be implemented as JPanel
To be implemented as JComponent
board
+addLocation(in l : location)
+hasLocation(in ge : gameElement) : bool
+getAllLocations() : object
+addGameElement(in ge : gameElement)
+removeGameElement(in ge : gameElement)
+getAllGameElements() : object
+getGameElementsOfType(in t : object) : object
+setGameElementLocation(in ge : gameElement, in l : location)
+getGameElementLocation(in ge : gameElement) : location
+getGameElementsAtLocation(in l : location) : object
boardVisualizer
location
-x : int
-y : int
+getX() : int
+setX(in x : int)
+getY() : int
+setY(in y : int)
engine
+engine(in b : board)
+registerGameElement(in ge : gameElement)
+run()
gameElement
gameElementVisualizer
+priority : int
player
-movePriority : int = 2
monster
-movePriority : int = 1
exit
block
«interface»
movable
+setBoard(in b : board)
+getMovePriority() : int
+turn()
«interface»
gameEndable
+hasEnded() : bool
«interface»
stompable
+stompOk(in g : gameElement) : bool
+stompedBy(in g : gameElement)
playerVisualizer
+priority : int = 1
blockVisualizer
+priority : int = 0
monsterVisualizer
+priority : int = 2
exitVisualizer
+priority : int = 0