

UML CONTROLLER SERVER

ServerController

+ addPlayerToModel(p: Player, if3:
boolean): Game
+ randomString(i: int): String
+ calculateNextMove(g: Grid, gameId:
String, t: Turn): MoveList
+ setSpecificPlayerDiv(gameID: String,
username: String, d: Divinity): void
+ getPlayersThatAlreadyPlaced(g: Grid):
PlayerList