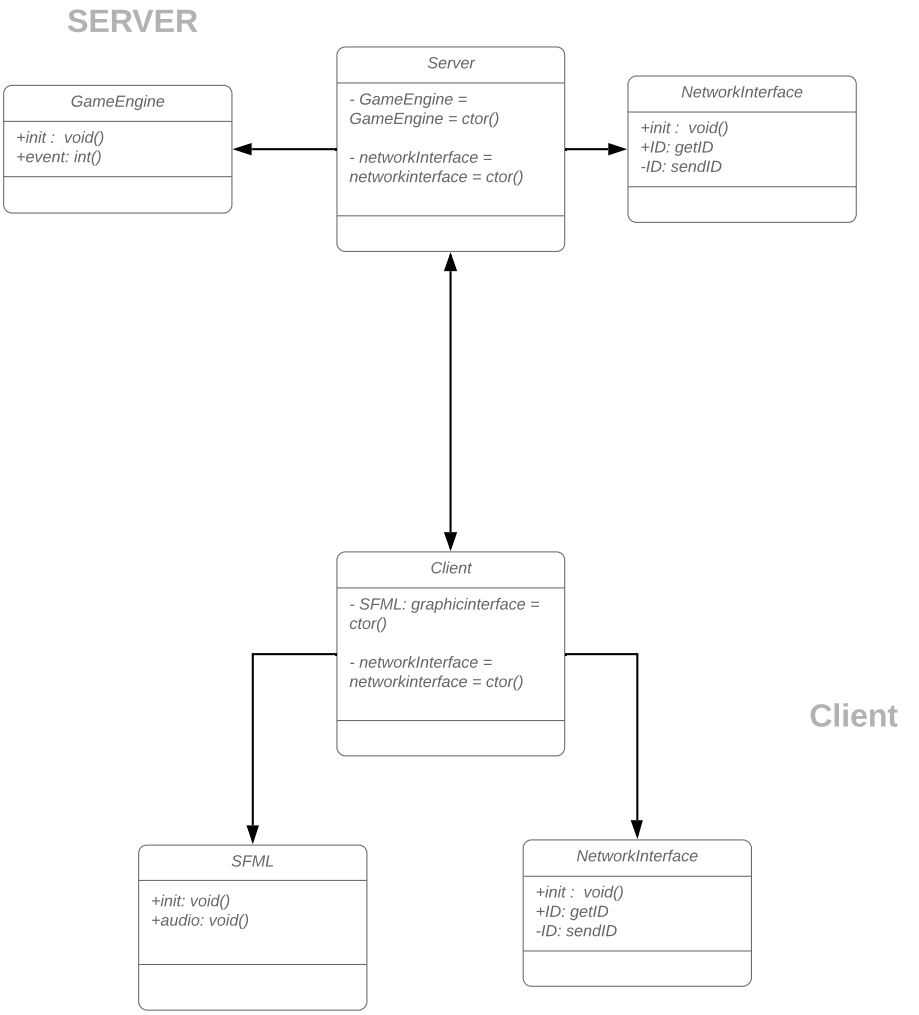
SERVER
Server
- GameEngine = GameEngine = ctor()
- networkInterface = networkinterface = ctor()
GameEngine
+init : void()
+event: int()
NetworkInterface
+init : void()
+ID: getID
-ID: sendID
Client
- SFML: graphicinterface = ctor()
- networkInterface = networkinterface = ctor()
Client
SFML
+init: void()
+audio: void()
NetworkInterface
+init : void()
+ID: getID
-ID: sendID