

<<Java Interface>>

IPrimitiveGameSettings

edu.fhm.cs.ss.schafkopf.viewaccessible.model.interfaces



<<Java Interface>>

IGameSettings

edu.fhm.cs.ss.schafkopf.model.interfaces



<<Java Class>>

GameSettings

edu.fhm.cs.ss.schafkopf.model

- basicCharge: int
- nameBottom: String
- nameLeft: String
- nameRight: String
- nameTop: String
- soloMultiplier: int
- startMoney: int