

getInput()

getInputFrom()

input from user

User input

«socket communication»

timer ends ,

input from user

selectObject()

input from user

input from user

CommunicationChannel

- dice : HashMap<String, Die>

+ getRules() : Rules

+ run() : void - updateAll() : void

+ resetTurn() : void

+ getTurnPlayer() : Player

+ getRanking(): List<Pair<Player,Integer» + getMap(): Map<String,Die> + getTable(): Table

+ skipNextTurn() : void

+ sendAll(messages : String) : void

+ Game(commChannels : Collection<CommunicationChannel>)

+ addAction(actionCommand : ActionCommand) : void

+ addAction(actionCommand : ActionCommand) : void

+ endGame(ranking : List<Pair<Player,Integer») : void

+ getCommChannels() : Collection<CommunicationChannel>

+ sendAll(LmessagesList : ist<String>, messages : String) : void

+ getChannel(String nickname) : CommunicationChannel ~ changeChannel(newCc : CommunicationChannel) : void