## ClientModel

- gameModel:GameModel
- serverModel:ServerModel
- + getters/setters()
- + updateServerModel(ServerModel newServerModel):void
- + canAcceptTrade():boolean
- + canDiscardCards(int playerIndex, ResourceHand resourceHand):boolean
- + canRollNumber(int playerIndex):boolean
- + canBuildRoad(int playerIndex, EdgeLocation edgeLocation, boolean free):boolean
- + checkBuildRoad(int playerIndex, EdgeLocation edgeLocation, ArrayList<Road> roads, boolean free):boolean
- + checkNorthEastEdge(EdgeLocation normEdgeLocation, ArrayList<Road> roads, int playerIndex):boolean
- + checkNorthEdge(EdgeLocation normEdgeLocation, ArrayList<Road> roads, int playerIndex):boolean
- + checkNorthWestEdge(EdgeLocation normEdgeLocation, ArrayList<Road> roads, int playerIndex):boolean
- + checkNorthEastVertex(VertexLocation normVerLoc, ArrayList<Settlement> settlements, Player player):boolean
- + checkNorthWestVertex(VertexLocation normVerLoc, ArrayList<Settlement> settlements, Player player):boolean
- + canBuildSettlement(int playerIndex, VertexLocation location):boolean
- + canBuildCity(int playerIndex, VertexLocation location):boolean
- + canOfferTrade(int senderIndex, ResourceHand resourceHand):boolean
- + canMaritimeTrade(int playerIndex, int ratio, ResourceType inputResource):boolean
- + canFinishTurn():boolean
- + canBuyDevCard(int playerIndex):boolean
- + canPlayYearOfPlenty(int playerIndex, ResourceType firstResource, ResourceType secondResource):boolean
- + canPlayRoadBuilding(int playerIndex, EdgeLocation spot1, EdgeLocation spot2):boolean
- + canPlaySoldier(int playerIndex, HexLocation hexLoc, int victimIndex):boolean
- + canPlayMonopoly(int playerIndex):boolean
- + canPlayMonument(int playerIndex):boolean
- + generalDevCardPreconditions(int playerIndex):boolean
- + playerHasResourceInHand(int playerIndex, ResourceHand resourceHand):boolean

## GameModel

- serverModel:ServerModel
- board:Map<HexLocation, IHex>
- + getters/setters()
- + initializeMap():void

## ServerModel

- chat:Chat
- bank:Bank
- log:Log
- map:Map
- players:List<Player>
- tradeOffer:TradeOffer
- turnTracker:TurnTracker
- winner:int
- deck:DevCards
- + getters/setters()

