IDBFactory

+ getMoveCommandDAO(String type):MoveCommndDAO
+ getNonMoveCommandDAO():NonMoveCommandDAO
+ getModelDAO():ModelDAO
+ start(): void
+ stop():void

SQLDAOFactory

MongoDAOFactory

MoveCommandDAO

+ add(gameID,Serializable command):void
+ getAll(gameID):List<Object>
+ clear():void

NonMoveCommandDAO

+ add(Serializable command):void
+ getAll():List<Object>
+ clear():void

ModelDAO

+ save(Serializable model):void
+ load():Object
+ clear()