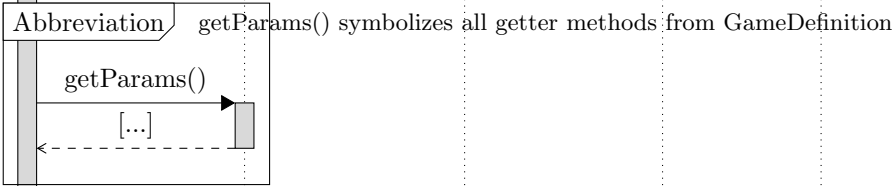




startGame(gameDefinition, players)



PlayerManager(players)

GameBoard(isDirected)

Graph()

Grid(horizontalGridPoints, verticalGridPoints)

true

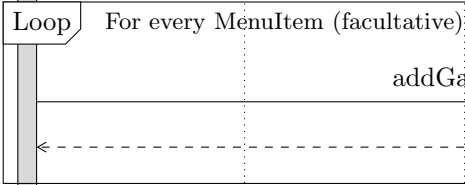
ViewManager(this)

View()

registerController(this)

true

true



Game()

registerController(this)

true

onGameInit()

true