Attributes: # info : GameInfo # turn num : byte # _dart_num : byte Methods: + Game(byte) + Game(User[]) + addScore(short) : GameEvent + getInfo() : GameInfo + getTurnNum() : byte + getDartNum() : byte + getCurrentPlayer() : User GameEvent (enum) **GAMEOVER PLAYERBUSTED INVALIDSCORE** GameInfo Attributes: - players : ArrayList<User> - total_scores : ArrayList<Short> - dart_counts : ArrayList<Short> -_winner : User Methods: + GameInfo(User[]) + getPlayers() : ArrayList<User> + getTotalScores() : ArrayList<Short> + getDartCounts() : ArrayList<Short> + getWinner() : User + setWinner(User) : void User Attributes: - _name : String - _id : int Methods: + User() + User(String) + User(int) + getID() : int + getName() : String

Game (abstract)

ClassicDarts (Game)

Attributes:

- TARGET_SCORE : final short

Methods:

- + ClassicDarts(byte)
- + ClassicDarts(User[])
- + ClassicDarts(byte, short)
- + ClassicDarts(User[], short)
- + addScore(short) : GameEvent

- + setName(String) : void
- + isTemporary() : boolean