UML class
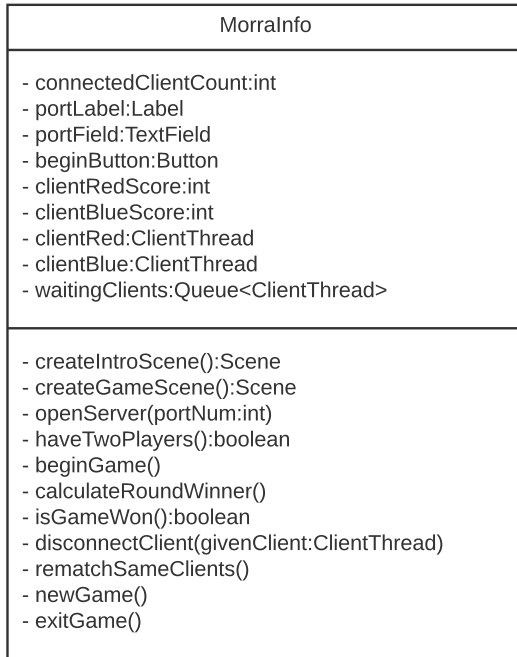
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MorraInfo

- connectedClientCount:int
- portLabel:Label
- portField:TextField
- beginButton:Button
- clientRedScore:int
- clientBlueScore:int
- clientRed:ClientThread
- clientBlue:ClientThread
- waitingClients:Queue<ClientThread>

- createIntroScene():Scene
- createGameScene():Scene
- openServer(portNum:int)
- haveTwoPlayers():boolean
- beginGame()
- calculateRoundWinner()
- isGameWon():boolean
- disconnectClient(givenClient:ClientThread)
- rematchSameClients()
- newGame()
- exitGame()

Client

- + clientSocket:Socket
- + in:ObjectInputStream
- + out:ObjectOutputStream

- createClientIntroScene():Scene
- createClientScene():Scene
- sendChoiceNGuess()

inner class

ClientThread

- + connection:Socket
- + color:String
- + in:ObjectInputStream
- + out:ObjectOutputStream

- + sendInfo(choice:int, guess:int)