





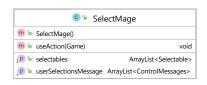






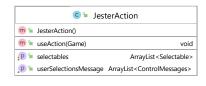


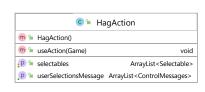
© PrincessAction			cessAction
	m 1	PrincessAction()	
	m 1	useAction(Game)	void
	p 🚡	selectables	ArrayList < Selectable >
	p 1	user Selections Message	ArrayList < Control Messages >

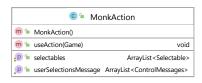








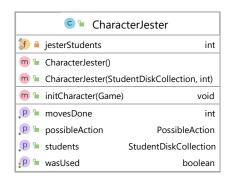


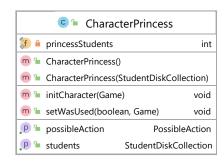


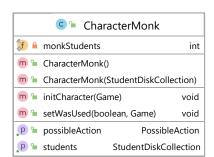


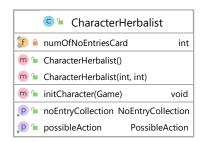


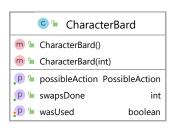


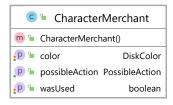




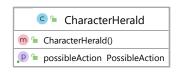












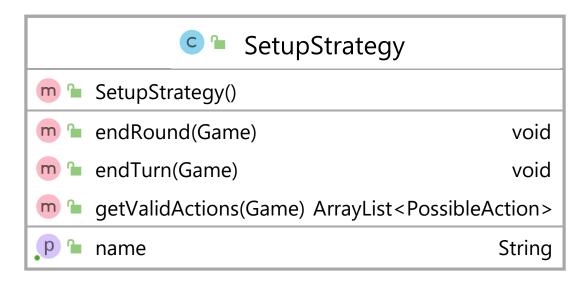
CharacterCentaur

CharacterCentaur()









C ActionStrategy		
m 🕒 ActionStrategy()		
m = endRound(Game)	void	
m = endTurn(Game)	void	
m = getValidActions(Game) ArrayList < Po	ossibleAction>	
_P	String	

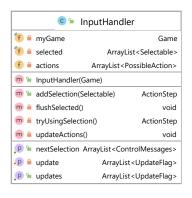


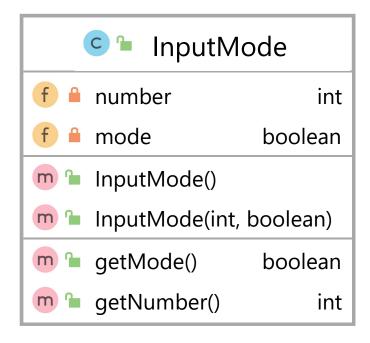
■ ControlMessages
∮    INSERTMODE
SELECTMAGE
BARDACTION1
⑤ ■ BARDACTION2
☼ ⊆ COLORSELECTION
← HERBALISTACTION
♠ HERBALISTACTION1
⑤ □ JESTERACTION
∮
MERCHANTACTION
MONKACTION
MONKACTION1
MOVEFROMENTRANCETODININGROOM
□ DININGROOM
1 MOVEFROMENTRANCETOISLAND
MOVEFROMENTRANCETOISLAND2     MOVEFROMENTRANCETOISLAND2
MOVEMOTHERNATURE
MOVEMOTHERNATURE1
MOVEMOTHERNATURE2
F PLAYASSISTANT
PRINCESSACTION
TURNENDED
DISCONNECTION
SERVERUNREACHABLE
S LOSER
WINNER
m A ControlMessages(int, String)
m valueOf(String) ControlMessages
m '= values() ControlMessages[]
.p → message String

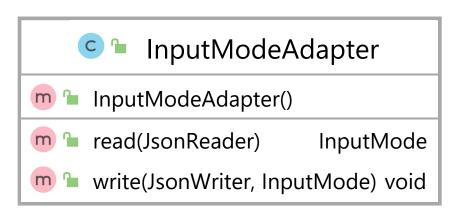
p 🖆 value

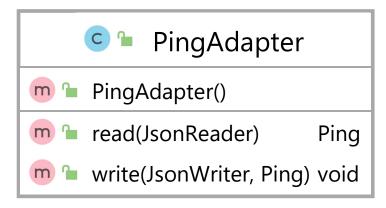
int

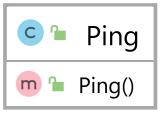
Controller			
f A	myGame	Game	
f 🔒	gameWasSet	boolear	
f 🔒	difficulty	boolear	
f A	numOfPlayers	in	
f 🔒	inputHandler In	putHandle	
f 🔒	creatingGame	boolear	
f 🔒	acceptingUsers	boolear	
f A	userMap Map <virtualv< td=""><td>iew, String</td></virtualv<>	iew, String	
f 🔒	virtualViews ArrayList <\	/irtualView:	
f 🔒	lock	Loc	
f 🔒	savedGame	File	
f A	directory	String	
f A	isGameSavedPresent	boolear	
m ਾ	Controller(String)		
m 🚡	addView(VirtualView)	voic	
m 🔒	bindView(VirtualView, String)	voic	
m 🦆	createNewFile()	File	
m 🦆	endGame()	voic	
m 🦆	$getMatchStatusOfView(VirtualView)\ Contr\\$	olMessage:	
m 🚡	notifyNextPlayerOfSel()	voic	
m 🦆	removeView(VirtualView)	voic	
m ਾ	saveGame(String)	voic	
m 1	selectUsername(String, VirtualView)	voic	
m 1	send(VirtualView, Selectable)	voic	
m 1	setGameMode(VirtualView, int, boolean)	voic	
m 🔒	updateAllViews(String)	voic	
m 🚡	updateViewsOfStatus()	voic	
p 1	savedJson	Strino	







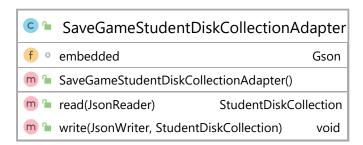




C VirtualView		
f ≜ socket	Socket	
f ← myController	Controller	
f a out	PrintWriter	
f in	Scanner	
f a parser	Thread	
m 🖫 VirtualView(Socket, Controller)		
m • close()	void	
m a disconnected()	void	
m 🔓 forwardMsg(String)	void	

© 🕯 VirtualViewMessagesParser			
f ≜ virtualView	VirtualView		
<mark>f ≜ in</mark>	Scanner		
f ≜ myController	Controller		
m 🖿 VirtualViewMessagesParser(VirtualView, S	Scanner, Controller)		
m ኈ run()	void		

	C PingTi	© <sup>1</sup> PingTimerTask	
/irtualView	f A hasPinged	boolean	
Scanner	f ← mine	VirtualView	
Controller	m 🔓 PingTimerTas	sk(VirtualView)	
Controller;	m 🖆 ping()	void	
void	m 🖆 run()	void	



© ⁴ SaveGameSchoolBoardAdapter		
f o embedded	Gson	
m 🔓 SaveGameSchoolBoardAdapter()		
m = read(JsonReader) SchoolBoard  write(JsonWriter, SchoolBoard) voice		

