





































E  ActionStep	
 NOTOK	
 HALFOK	
 OK	
 ActionStep(int)	
 valueOff(String) ActionStep	
 values() ActionStep[]	
 value	int






C  MoveMotherNature	
 MoveMotherNature()	
 getUpdates(Game)	ArrayList<UpdateFlag>
 useAction(Game)	void
 selectables	ArrayList<Selectable>
 userSelectionsMessage	ArrayList<ControlMessages>






C  MoveFromEntranceTolsland	
 MoveFromEntranceTolsland()	
 getUpdates(Game)	ArrayList<UpdateFlag>
 useAction(Game)	void
 selectables	ArrayList<Selectable>
 userSelectionsMessage	ArrayList<ControlMessages>






C  MoveFromEntranceToDiningRoom	
 MoveFromEntranceToDiningRoom()	
 getUpdates(Game)	ArrayList<UpdateFlag>
 useAction(Game)	void
 selectables	ArrayList<Selectable>
 userSelectionsMessage	ArrayList<ControlMessages>






C  HeraldAction	
 HeraldAction()	
 useAction(Game)	void
 selectables	ArrayList<Selectable>
 userSelectionsMessage	ArrayList<ControlMessages>






C  HerbalistAction	
 HerbalistAction()	
 useAction(Game)	void
 selectables	ArrayList<Selectable>
 userSelectionsMessage	ArrayList<ControlMessages>






C  PrincessAction	
 PrincessAction()	
 useAction(Game)	void
 selectables	ArrayList<Selectable>
 userSelectionsMessage	ArrayList<ControlMessages>






C  SelectMage	
 SelectMage()	
 useAction(Game)	void
 selectables	ArrayList<Selectable>
 userSelectionsMessage	ArrayList<ControlMessages>






C  ActivateCharacter	
 ActivateCharacter()	
 useAction(Game)	void
 selectables	ArrayList<Selectable>
 userSelectionsMessage	ArrayList<ControlMessages>






C  PlayAssistant	
 PlayAssistant()	
 useAction(Game)	void
 selectables	ArrayList<Selectable>
 userSelectionsMessage	ArrayList<ControlMessages>






C  JesterAction	
 JesterAction()	
 useAction(Game)	void
 selectables	ArrayList<Selectable>
 userSelectionsMessage	ArrayList<ControlMessages>

C  HagAction	
 HagAction()	
 useAction(Game)	void
 selectables	ArrayList<Selectable>
 userSelectionsMessage	ArrayList<ControlMessages>

C  MonkAction	
 MonkAction()	
 useAction(Game)	void
 selectables	ArrayList<Selectable>
 userSelectionsMessage	ArrayList<ControlMessages>

C  MerchantAction	
 MerchantAction()	
 useAction(Game)	void
 selectables	ArrayList<Selectable>
 userSelectionsMessage	ArrayList<ControlMessages>

C  DrawFromCloud	
 DrawFromCloud()	
 useAction(Game)	void
 selectables	ArrayList<Selectable>
 userSelectionsMessage	ArrayList<ControlMessages>

C  BardAction	
 BardAction()	
 useAction(Game)	void
 selectables	ArrayList<Selectable>
 userSelectionsMessage	ArrayList<ControlMessages>

CharacterJester		
f	jesterStudents	int
m	CharacterJester()	
m	CharacterJester(StudentDiskCollection, int)	
m	initCharacter(Game)	void
p	movesDone	int
p	possibleAction	PossibleAction
p	students	StudentDiskCollection
p	wasUsed	boolean

CharacterPrincess		
f	princessStudents	int
m	CharacterPrincess()	
m	CharacterPrincess(StudentDiskCollection)	
m	initCharacter(Game)	void
m	setWasUsed(boolean, Game)	void
p	possibleAction	PossibleAction
p	students	StudentDiskCollection

CharacterMonk		
f	monkStudents	int
m	CharacterMonk()	
m	CharacterMonk(StudentDiskCollection)	
m	initCharacter(Game)	void
m	setWasUsed(boolean, Game)	void
p	possibleAction	PossibleAction
p	students	StudentDiskCollection

CharacterHerbalist		
f	numOfNoEntriesCard	int
m	CharacterHerbalist()	
m	CharacterHerbalist(int, int)	
m	initCharacter(Game)	void
p	noEntryCollection	NoEntryCollection
p	possibleAction	PossibleAction

CharacterBard		
m	CharacterBard()	
m	CharacterBard(int)	
p	possibleAction	PossibleAction
p	swapsDone	int
p	wasUsed	boolean

CharacterMerchant		
m	CharacterMerchant()	
p	color	DiskColor
p	possibleAction	PossibleAction
p	wasUsed	boolean

CharacterHag		
m	CharacterHag()	
p	possibleAction	PossibleAction








CharacterHerald		
m	CharacterHerald()	
p	possibleAction	PossibleAction








CharacterCentaur		
m	CharacterCentaur()	








CharacterBeggar		
m	CharacterBeggar()	
























































CharacterKnight		
m	CharacterKnight()	






























CharacterHost		
m	CharacterHost()	













  SetupStrategy		
	SetupStrategy()	
	endRound(Game)	void
	endTurn(Game)	void
	getValidActions(Game)	ArrayList<PossibleAction>
	name	String















  ActionStrategy		
	ActionStrategy()	
	endRound(Game)	void
	endTurn(Game)	void
	getValidActions(Game)	ArrayList<PossibleAction>
	name	String









  PlanningStrategy		
	PlanningStrategy()	
	endRound(Game)	void
	endTurn(Game)	void
	getValidActions(Game)	ArrayList<PossibleAction>
	name	String









E  ControlMessages		
	RETRY	
	ACCEPTED	
	GAMEISFULL	
	GAMEISBEINGCREATED	
	GAMEWASSET	
	INVALIDVALUES	
	INVALIDUSER	
	ALREADYIN	
	REQUESTINGNICK	
	INSERTMODE	
	WAITINGFORPLAYERS	
	MATCHMAKINGCOMPLETE	
	GAMEHASNTSTARTED	
	INVALIDSELECTION	
	ACTIONCOMPLETED	
	ASSIGNEDNICK	
	SELECTMAGE	
	CHARACTERACTION	
	BARDACTION	
	CHARACTERCARD	
	BARDACTION1	
	BARDACTION2	
	DRAWFROMCLOUD	
	HAGACTION	
	COLORSELECTION	
	HERALDACTION	
	HERALDACTION1	
	HERBALISTACTION	
	HERBALISTACTION1	
	JESTERACTION	
	JESTERACTION1	
	JESTERACTION2	
	MERCHANTACTION	
	MONKACTION	
	MONKACTION1	
	MOVEFROMTRANCETODININGROOM	
	DININGROOM	
	MOVEFROMTRANCETOISLAND	
	MOVEFROMTRANCETOISLAND2	
	MOVEMOTHERNATURE	
	MOVEMOTHERNATURE1	
	MOVEMOTHERNATURE2	
	PLAYASSISTANT	
	PRINCESSACTION	
	TURNENDED	
	DISCONNECTION	
	SERVERUNREACHABLE	
	LOSER	
	WINNER	
	ControlMessages(int, String)	
	valueOf(String)	ControlMessages
	values()	ControlMessages[]
	message	String
	value	int





C  Controller		
	myGame	Game
	gameWasSet	boolean
	difficulty	boolean
	numOfPlayers	int
	inputHandler	InputHandler
	creatingGame	boolean
	acceptingUsers	boolean
	userMap	Map<VirtualView, String>
	virtualViews	ArrayList<VirtualView>
	lock	Lock
	savedGame	File
	directory	String
	isGameSavedPresent	boolean
	Controller(String)	
	addView(VirtualView)	void
	bindView(VirtualView, String)	void
	createNewFile()	File
	endGame()	void
	getMatchStatusOfView(VirtualView)	ControlMessages
	notifyNextPlayerOfSel()	void
	removeView(VirtualView)	void
	saveGame(String)	void
	selectUsername(String, VirtualView)	void
	send(VirtualView, Selectable)	void
	setGameMode(VirtualView, int, boolean)	void
	updateAllViews(String)	void
	updateViewsOfStatus()	void
	savedJson	String

C  InputHandler		
	myGame	Game
	selected	ArrayList<Selectable>
	actions	ArrayList<PossibleAction>
	InputHandler(Game)	
	addSelection(Selectable)	ActionStep
	flushSelected()	void
	tryUsingSelection()	ActionStep
	updateActions()	void
	nextSelection	ArrayList<ControlMessages>
	update	ArrayList<UpdateFlag>
	updates	ArrayList<UpdateFlag>

  InputMode		
	 number	int
	 mode	boolean
	 InputMode()	
	 InputMode(int, boolean)	
	 getMode()	boolean
	 getNumber()	int

  InputModeAdapter		
	 InputModeAdapter()	
	 read(JsonReader)	InputMode
	 write(JsonWriter, InputMode) void	











  PingAdapter		
	 PingAdapter()	
	 read(JsonReader)	Ping
	 write(JsonWriter, Ping) void	











  Ping		
	 Ping()	











<div> <div></div> <div></div> <div>VirtualView</div> </div>		
<div>f</div>	<div>socket</div>	Socket
<div>f</div>	<div>myController</div>	Controller
<div>f</div>	<div>out</div>	PrintWriter
<div>f</div>	<div>in</div>	Scanner
<div>f</div>	<div>parser</div>	Thread
<div>m</div>	VirtualView(Socket, Controller)	
<div>m</div>	<div>close()</div>	void
<div>m</div>	<div>disconnected()</div>	void
<div>m</div>	<div>forwardMsg(String)</div>	void











<div> <div></div> <div></div> <div>VirtualViewMessagesParser</div> </div>		
<div>f</div>	<div>virtualView</div>	VirtualView
<div>f</div>	<div>in</div>	Scanner
<div>f</div>	<div>myController</div>	Controller
<div>m</div>	VirtualViewMessagesParser(VirtualView, Scanner, Controller)	
<div>m</div>	<div>run()</div>	void









<div> <div></div> <div></div> <div>PingTimerTask</div> </div>		
<div>f</div>	<div>hasPinged</div>	boolean
<div>f</div>	<div>mine</div>	VirtualView
<div>m</div>	PingTimerTask(VirtualView)	
<div>m</div>	<div>ping()</div>	void
<div>m</div>	<div>run()</div>	void









		SaveGameStudentDiskCollectionAdapter
		embedded Gson
		SaveGameStudentDiskCollectionAdapter()
		read(JsonReader) StudentDiskCollection
		write(JsonWriter, StudentDiskCollection) void











		SaveGameSchoolBoardAdapter
		embedded Gson
		SaveGameSchoolBoardAdapter()
		read(JsonReader) SchoolBoard
		write(JsonWriter, SchoolBoard) void











		SaveGameIslandAdapter
		embedded Gson
		SaveGameIslandAdapter()
		read(JsonReader) IslandTileSet
		write(JsonWriter, IslandTileSet) void











		GameSaveAdapter
		embedded Gson
		GameSaveAdapter()
		read(JsonReader) Game
		write(JsonWriter, Game) void











		SaveGameCharacterAdapterFactory
		customTypeAdapter TypeAdapter<CharacterCard>
		SaveGameCharacterAdapterFactory()
		create(Gson, TypeToken<T>) TypeAdapter<T>









		SaveGameTeamAdapter
		SaveGameTeamAdapter()
		read(JsonReader) Team
		write(JsonWriter, Team) void









		StudentDiskCollectionAdapter
		embedded Gson
		StudentDiskCollectionAdapter()
		read(JsonReader) StudentDiskCollection
		write(JsonWriter, StudentDiskCollection) void









		SchoolBoardAdapter
		embedded Gson
		SchoolBoardAdapter()
		read(JsonReader) SchoolBoard
		write(JsonWriter, SchoolBoard) void









		IslandTileSetAdapter
		embedded Gson
		IslandTileSetAdapter()
		read(JsonReader) IslandTileSet
		write(JsonWriter, IslandTileSet) void









		GameAdapter
		embedded Gson
		GameAdapter()
		read(JsonReader) Game
		write(JsonWriter, Game) void

		CharacterAdapterFactory
		customTypeAdapter TypeAdapter<CharacterCard>
		CharacterAdapterFactory()
		create(Gson, TypeToken<T>) TypeAdapter<T>

		ColorSelectionAdapter
		ColorSelectionAdapter()
		read(JsonReader) ColorSelection
		write(JsonWriter, ColorSelection) void

		AssistantAdapter
		AssistantAdapter()
		read(JsonReader) Assistant
		write(JsonWriter, Assistant) void

		StudentAdapter
		StudentAdapter()
		read(JsonReader) Student
		write(JsonWriter, Student) void

		TeamAdapter
		TeamAdapter()
		read(JsonReader) Team
		write(JsonWriter, Team) void



