

OverLord	
Starts the clock thread on the game	Slave
Accepts and ids new connections	Master
Creates master thread	Main

Master	
Run server loop -	Slave
Send game data	Game
Receive Input Data	

Slave	
Update local game	Master
Refresh display	GameFrame
Send user input	Game

Parser	
Turn xml strings into game objects	Game Objects

Recorder	
Turn game objects into xml strings	Game Objects

Helper	
Process input streams into/updating objects	Game Objects
Create byte arrays representing objects	

Main	
Parse command line arguments or Launch GUI to gather options Start client program Start server program Start both	Slave OverLord InitialGUI