

Logger	
Superclass: none	
Subclasses: none	
<i>Purpose:</i>	<i>Collaborator:</i>
Logging the input of the player	InputHandler
Logging the input of the local player	LocalInputHandler
Logging the input of the remote player	RemoteInputHandler
Logging the creating of screens	Screen
Logging the loading of a grid	ProgressHandler
Logging the saving of a grid	ProgressHandler
Logging of loading the assets	AssetHandler
Logging the spawning of a new tile	Grid
Logging the current score	Grid
Logging if the move is conducted	Grid
Logging the state of the game	TwentyFourtyGame
Logging if a player as won	MultiGameScreen
Logging if the server is listining	Networking
Logging if a connection is established	Networking
Logging if there is a network error	Networking