

client

IndoorGWT

NexplorerGWT

MobileGWT

server

rest

GameEvents

+GameEvents()
+updateBonusGoals()
+updateNodeBatteries()
+updateRemainingPlayingTime()
+placeItems()
+getItems()
+getPlayers()

GameImpl

+GameImpl()
+resumeGame()
+pauseGame()
+resetGame()
+stopGame()
+getGameStatus()
+startGame(playingTime,baseNodeRange,
itemCollectionRange,maxBatteries,maxB
oosters,difficulty,protocol,playingFieldUp
perLeftLatitude,playingFieldUpperLeftLon
gitude,playingFieldLowerRightLatitude,pl
ayingFieldLowerRightLongitude,updatePo
sitionIntervalTime,updateDisplayInterval
Time)

Login

+loginPlayerIndoor(name,isMobile)
+loginPlayerMobile(name,isMobile)

Mobile

+Mobile()
+getGameStatus(playerId)
+updatePlayerPosition(gpsLatitude,gpsLongitude,playerId)
+collectItem(playerId)

Indoor

+Indoor()
+getMarkers(playerId)
+resetPlayerMessage(playerId)
+resendRouteRequest(playerId)
+insertNewMessage(playerId,sourceNod
eId,destinationNodeId)

Admin

+Admin()
+startGame(gameStats)
+stopGame()
+pauseGame()
+resumeGame()
+getGameStats()
+getItemStats()
+getPlayerStats()
+aadvProcessDataPackets()
+aadvProcessRoutingMessages()
+placeItems()
+resetGame()
+updateBonusGoal()
+updateNodeBatteries()
+updateRemainingPlayingTime()
+getDefaultGameStats()
+updateNeighbours()

Indoor

+Indoor()
+getPlayerInfo(playerId)
+insertNewMessage(request)
+resendRouteRequest(playerId)
+policyDummy(desc)
+resetPlayerMessage(playerId)
+getMarkers()
+getUpdateDisplayFrequency()

Mobile

+Mobile()
+collectItem(playerId)
+updateNeighbours(playerId)
+updatePlayerPosition(location)
+getGameStatus(playerId)

