

| GodPowerController | |
|---------------------------------------|-------------------------------|
| godPowerTable | TableView<GodPower> |
| godPower | TableColumn<GodPower, String> |
| textArea | TextArea |
| imageView | ImageView |
| availableGodPowers | ObservableList<GodPower> |
| playerNum | int |
| mainApp | GUI |
| godPowers | LinkedList<GodPower> |
| godImages | HashMap<GodPower, Image> |
| currentGodIt | ListIterator<GodPower> |
| currentGod | GodPower |
| isSelect | boolean |
| isSend | boolean |
| isNext | boolean |
| | |
| initGodPowers(LinkedList<GodPower>) | void |
| initialize() | void |
| setMainApp(GUI, LinkedList<GodPower>) | void |
| setMainApp(GUI, int) | void |
| handleNext() | void |
| handlePrev() | void |
| handleSelect() | void |
| | |
| stage | Stage |

| GameLobbyController | |
|--|-----------------------------|
| gamesTable | TableView<Games> |
| gameID | TableColumn<Games, Integer> |
| CurrentNum | TableColumn<Games, Integer> |
| TotalNum | TableColumn<Games, Integer> |
| label_gamesTable | Pane |
| firstPlayerLabel | Label |
| secondPlayerLabel | Label |
| thirdPlayerLabel | Label |
| labels | Vector<Label> |
| isNewGame | boolean |
| isJoinGame | boolean |
| mainApp | GUI |
| | |
| GameLobbyController() | |
| | |
| initialize() | void |
| showGameDetails(Games) | void |
| handleNewGame() | void |
| handleJoinGame() | void |
| handleRefresh() | void |
| setMainApp(GUI, ObservableList<Games>) | void |

| AskLoginController | |
|---------------------------|-----------|
| hostnameTextfield | TextField |
| portTextfield | TextField |
| usernameTextfield | TextField |
| hostnameLabel | Label |
| connectButton | ImageView |
| isOK | boolean |
| | |
| AskLoginController() | |
| | |
| initialize() | void |
| isInputValid() | boolean |
| handleStart() | void |
| setWaiting() | void |
| setServerUnreachable() | void |
| setUserNameNotAvailable() | void |
| | |
| mainApp | GUI |
| dialogStage | Stage |

| StartPlayerController | |
|---------------------------|--------------------|
| list | ObservableList |
| cb | ChoiceBox<Integer> |
| gui | GUI |
| gameID | int |
| isOK | boolean |
| | |
| initialize() | void |
| handleOk() | void |
| setMainApp(GUI, int, int) | void |
| | |
| dialogStage | Stage |

| SetUpGameController | |
|----------------------|--------------------|
| list | ObservableList |
| cb | ChoiceBox<Integer> |
| gui | GUI |
| gameID | int |
| isOK | boolean |
| | |
| initialize() | void |
| handleOk() | void |
| setMainApp(GUI, int) | void |
| | |
| dialogStage | Stage |

| GameBoardController | |
|---|--------------------------|
| gameBoardGUI | GameBoardGUI |
| moveOrBuild | boolean |
| buildOrEnd | boolean |
| domeOrBuild | boolean |
| stage | Stage |
| gui | GUI |
| anchorX | double |
| anchorY | double |
| anchorAngleX | double |
| anchorAngleY | double |
| angleX | DoubleProperty |
| angleY | DoubleProperty |
| isMove | Boolean |
| isTurn | Boolean |
| isDome | Boolean |
| initial | int |
| positionX | int[] |
| positionY | int[] |
| status | AtomicInteger |
| selectBuilder | AtomicReference<Builder> |
| | |
| GameBoardController(GameBoardGUI, Stage, GUI) | |
| | |
| setStageEvent() | void |
| setBuilderEvent() | void |
| setTargetEvent() | void |
| showTargets() | void |
| hideTargets() | void |
| testPosition() | void |
| intToDirection(int, int, int) | Direction |
| build(int, Direction) | void |
| move(int, Direction) | void |
| endTurn() | void |
| setMove() | void |
| setBuild() | void |
| setMoveOrBuild() | void |
| setBuildOrEnd() | void |
| setIsTurn() | void |
| refresh() | void |
| | |
| workerInAction | int |

| WaitingStageController | |
|------------------------|--------|
| text | Text |
| | |
| text | String |