


















































	GameController	
 	singleton	GameController
 	GameController()	
 	getSingleton()	GameController
 	destroy()	void
 	register(VirtualView)	void
 	handleMessage(PlayerNameMessage)	void
 	handleMessage(CreateNewGameMessage)	void
 	handleMessage(JoinGameMessage)	void
 	handleMessage(SetPlayerNumberMessage)	void
 	handleMessage(AvailableGodPowersMessage)	void
 	handleMessage(PlayerChooseGodPowerMessage)	void
 	handleMessage(StartGameMessage)	void
 	handleMessage(SetInitialWorkerPositionMessage)	void
 	handleMessage(MyTurnFinishedMessage)	void
 	handleMessage(MoveMessage)	void
 	handleMessage(BuildMessage)	void
 	handleMessage(AfterGameMessage)	void
 	handleMessage(LoadDataMessage)	void
 	handleMessage(ConnectionDroppedMessage)	void
 	handleMessage(RefreshMessage)	void
 	update(Message)	void
	gameMaster	GameMaster

 GameControllerTest		
	gameController	GameController
	virtualView	VirtualView
	setUp()	void
	tearDown()	void
	GameControllerTest_addPlayer()	void
	GameControllerTest_playerChoosePower()	void
	GameControllerTest_startGameAndWorkerPosition()	void