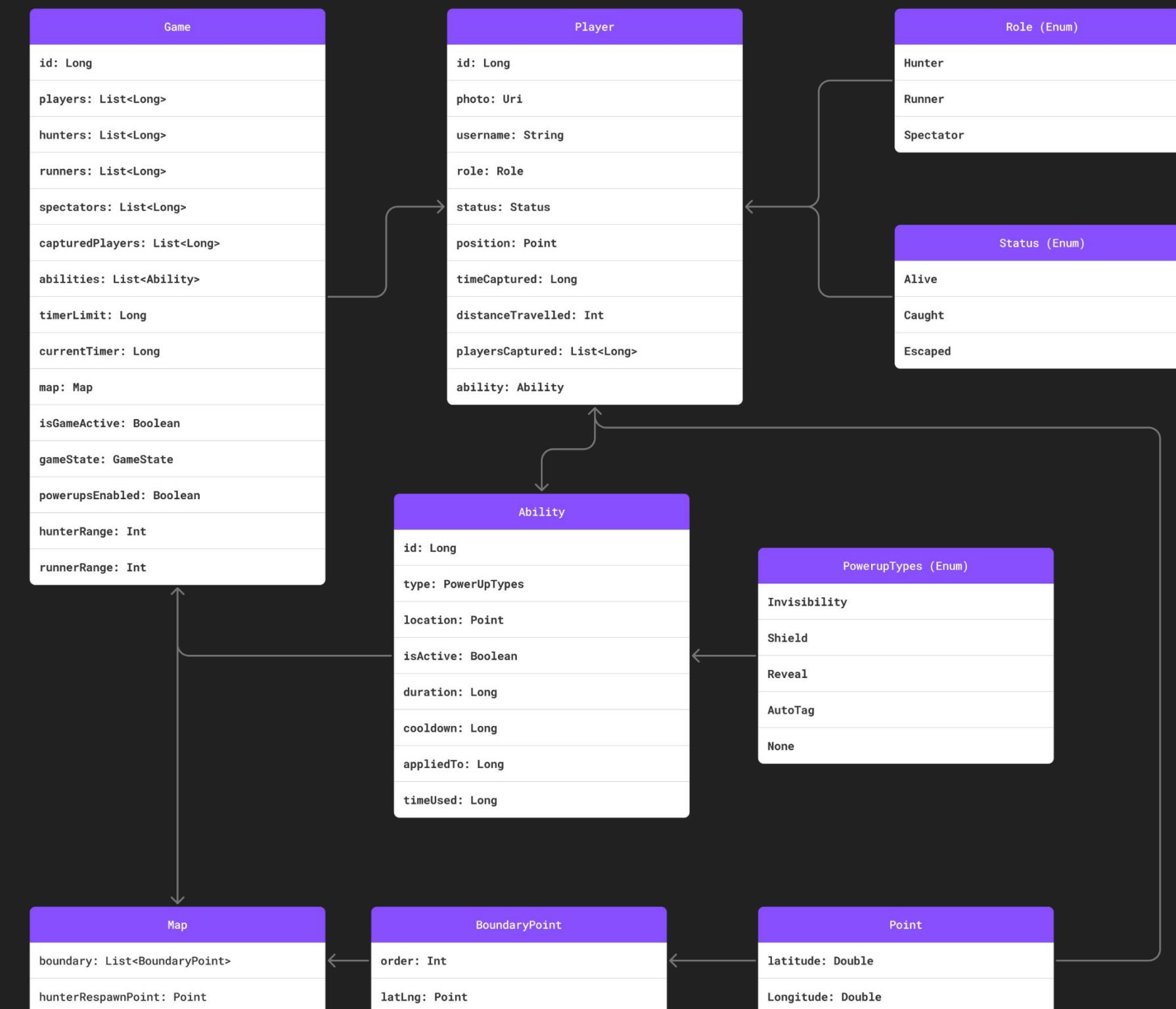
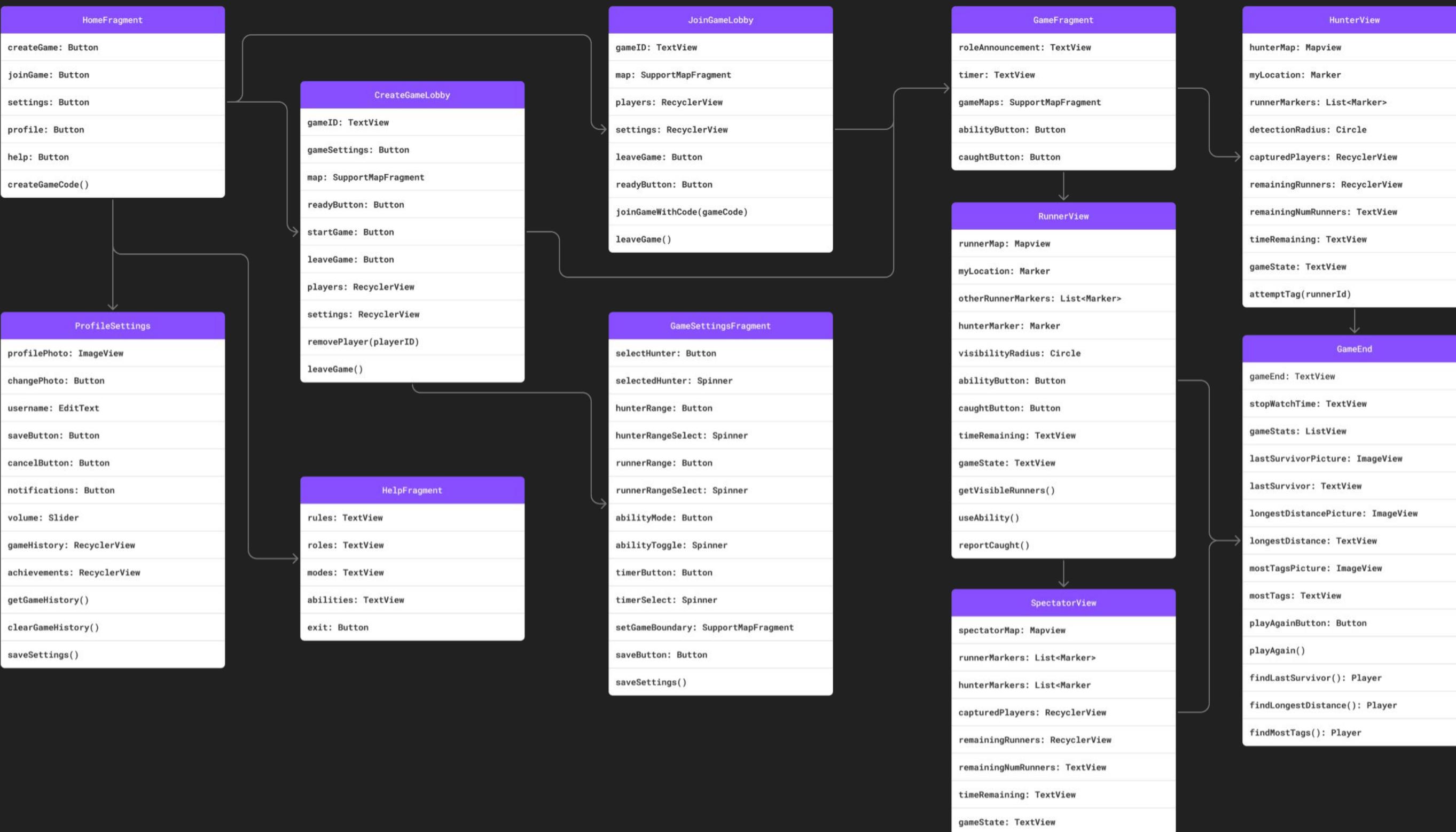


MVVM

MVVM Diagrams - Model



MVVM Diagrams - View



MVVM Diagrams - ViewModel

HomeViewModel	LobbyViewModel	settingViewModel	GameEndViewModel	MapSetupViewModel
NavigateToLobby: LiveData<Boolean>	lobbyCode: LiveData<String>	gameSettings: MutableLiveData<GameSettings>	gameOutcome: LiveData<GameOutcome>	boundaryPoints:LiveData<List<Latlng>>
NavigateToProfile: LiveData<Boolean>	Players:liveData<List<player>>	hunterSelection: LiveData<string>	finalTime: LiveData<Long>	CompletedBoundary: LiveData<polygon>
onPlayClicked()	gameSettings: LiveData<GameSettings>	hunterRange:LiveData<int>	lastSurvivor: LiveData<Player?>	playersReady: LiveData<Map<string, Boolean>>
onJoinClicked()	readyCount: LiveData<int>	abilitiesEnabled: LiveData<Boolean>	longestDistance: LiveData<Pair<Player, Float>>	readyCount: LiveData<int>
onSettingClicked()	createLobby()	timerMinutes: LiveData<int>	mostTags: LiveData<Pair<Player, Int>>	canProceed: LiveData<boolean>
	joinLobby(code:String)	updateHunterMode(mode:string)	fullStatistics: LiveData<GameStatistics>	canUndo: LiveData<Boolean>
	setReady(ready:Boolean)	updateHunterRange(meters:int)	loadGameResults(gameId: String)	addBoundaryPoint(point: LatLng)
	updateSettings(settings:GameSettings)	toggleAbilites(enabled:boolean)	calculateAchievements()	undoLastPoint()
	startGame()	updateTimer(minutes: Int)	resetForNewGame	clearBoundary
		saveSetting()		saveBoundary()
				setPlayerReady()
HunterViewModel	RunnerViewModel	ProfileViewModel		
location: LiveData<LatLng>	location: LiveData<LatLng>	profilePhoto: MutableLiveData<Bitmap>		
capturedRunners: LiveData<List<Player>>	captured: LiveData<Boolean>	gameHistory: LiveData<GameID>		
remainingRunners: LiveData<List<Player>>	gameBoundary: MutableLiveData<GameBoundary>	username: LiveData<String>		
remainingNumRunners: LiveData<Int>	timeRemaining: LiveData<Long>	volume: LiveData<Float>		
gameState: LiveData<GameState>	abilityUsed: LiveData<Boolean>	toggleNotification: LiveData<Boolean>		
gameBoundary:	ability: LiveData<Enum>			
MutableLiveData<GameBoundary>	otherRunners: LiveData<List<Player>>			
timeRemaining: LiveData<Long>	remainingNumRunners: LiveData<Int>			
tagRunner(runnerId)	updateLocation(latLng: LatLng)			
updateLocation(latLng: LatLng)	useAbility(ability)			
updateRunners()				

Threaded Design Diagram

