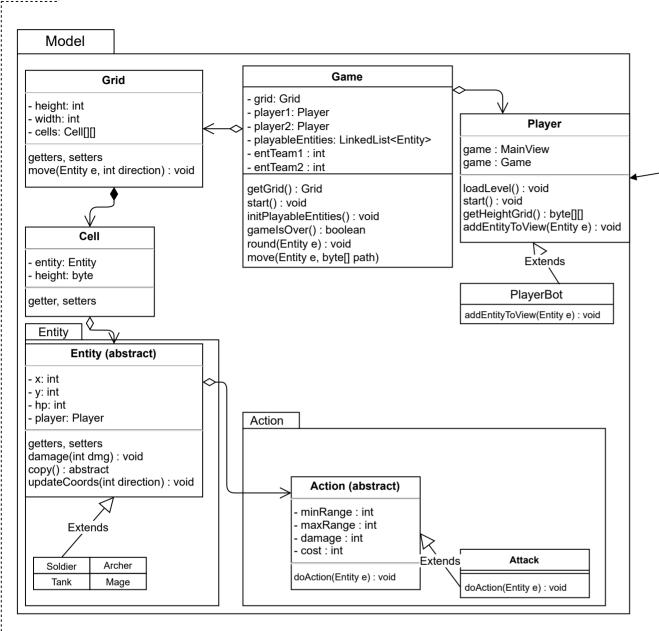
# Server



## Client

#### View

#### MainView

player : Player ctrl : Controller height = 720 : int width = 1080 : int

gameGrid = null : GameGrid

start(Stage primaryStage) : void

makeGameScene(byte[][] heightGrid) : Scene

addEntity(Entity e): void main(String [] args): void

## GameGrid

hexagons : MeshView[][] entities : LinkedList<Sphere>

makeHexagon(int i, int j, int h) : MeshView

addEntity(int x, int z) : void

#### GameCamera

### Controller

#### Controller

scene : Scene

anchorX, anchorY double = 0

setCameraControls(GameCamera camera) : void