pkg

CharacterCards
- extraxtedCard : Map<CharacterName,Integer>

StartActionPhase
- targetPlayer : String

StartPianificationPhase
- targetPlayer : String

nextMove()

AssistantPlayed
- nickname : String
- name : AssistantName

BanCardEvent
- islandPosition : int
- action : String

MoveMotherNature
- newMotherNaturePosition : int

<<interface>>
ServerMessage

Error
- errorType : ErrorType
- errorMessage : String

IncreaseCardPrice
- characterName : CharacterName

SendLobbies
- lobbies : Map<Int,Int>

ChangeIslandOwner
- newOwner : String
- oldOwner : String
- numberOfTower : int
- islandIndex : int

<<Interface>>
UpdateMessage

SendAvaibleDecks&TowerColors
- decks : List<Wizard>
- towerColors : List<TowerColor>

Ping

GameStarted

MergeIsland
- currIslandPosition : int
- islandToMergePosition : int
- newMotherNaturePosition : int

ChangeProfessor
- newOwner : String
- oldOwner : String
- professorColor : Color

MoveStudents
- source : GameComponent
- destination : GameComponent
- students : List<Color>
- sourceIndex : Object
- destinationIndex : Object

PlayerCoinsEvent
- number : int

If the event is a payment the number will be negative, if the event increases the player's coins the number will be positive