



View

- + ShowNumPlayerSelection(): void
- + ShowChooseModExpert(): void
- + ShowChooseCardAssistant(): void
- + ShowChooseLocationStudent(): void
- + ShowMovementNM(): void
- + ShowCloud(): void
- + ShowWlinner(): void
- + ShowItsYourTurn(): void
- + ShowBoard(): void
- + ShowSchoolBoard(): void
- + ShowDeck() : void
- + ShowBag(): void
- ShowStudent(): void
- ShowTower(): void
- ShowProfessor(): void
- ShowNM(): void
- + ShowIsland(): void
- + ShowAssCard(): void
- + ShowCharacterCard(): void
- + ShowDeckCC(): void
- + ShowCoinSelection(): void
- + ShowInfluence(): void
- + ShowChooseEffect(): void
- + ShowSquad(): void
- + ShowNickname(): void
- + ShowSelectionNickname(): void

GameController

- + Selected Nickname(): void
- + SelectedNumPlayer(): void
- + SelectedModExp(): void
- + SelectedAssCard(): void
- + SelectedLocationStud(): void
- + Selected MovNM(): void
- + SelectedCloud(): void
- + SelectedTower(): void
- + SelectedCC(): void
- + SelectedCoin(): void

GameModel