VirtualGameView

users	EnumMap<PlayerColor, User>
sendEvent(UserEvent)	void
getPlayers()	Collection<PlayerColor>
getUsers()	Collection<User>
getUserFromColor(PlayerColor)	User
gameDidInit(Game, GameData)	void
gameWillEnd(Game, GameResults)	void
userDidEnterGame(User, Player)	void
userDidExitGame(User, Player)	void
playerRestoredMatchData(Game, Player)	void
setGameData(GameData)	void
disablePlayer(PlayerColor)	void
enablePlayer(PlayerColor)	void
endGame(GameResults)	void

VirtualPlayerView

gameView	VirtualGameView
player	Player
setPlayerData(PlayerData)	void
setName(String)	void
setScore(int)	void
addPowerUpCard(int)	void
removePowerUpCard(int)	void
addWeaponCard(int)	void
removeWeaponCard(int)	void
addAmmoSet(int, int, int)	void
removeAmmoSet(int, int, int)	void
reloadWeaponCard(int)	void
unloadWeaponCard(int)	void
playerDidInit(PlayerData)	void
playerDidReceivePowerUpCard(Player, PowerUpCard)	void
playerDidDiscardPowerUpCard(Player, PowerUpCard)	void
playerDidReceiveWeaponCard(Player, WeaponCard)	void
playerDidDiscardWeaponCard(Player, WeaponCard)	void
playerDidUpdateScore(Player, int)	void
playerDidReceiveAmmos(Player, AmmoSet)	void
playerDidDiscardAmmos(Player, AmmoSet)	void
playerDidUnloadWeaponCard(Player, WeaponCard)	void
playerDidReloadWeaponCard(Player, WeaponCard)	void

VirtualDamageBoardView

owner	Player
gameView	VirtualGameView
boardDidTakeDamage(int, int, Player)	void
boardDidPop2Damage()	void
boardDidSwitchToFrenzy()	void
boardDidClear()	void
registerDamage(int, int, PlayerColor)	void
popDamage()	void
goFrenzy()	void
clearBoard()	void

VirtualKillTrackView

vgv	VirtualGameView
killTrackDidRestore(KillTrackData)	void
playerDidKill(Player, int)	void
killTrackDidUrdoLastKill()	void
restoreView(KillTrackData)	void
registerKill(PlayerColor, int)	void
undoLastKill()	void

VirtualTurnView

gameView	VirtualGameView
usersOnHold	List<User>
activeUser	User
waitOnEvent(Class<T>)	T
turnDidStart(Player)	void
turnWillEnd(Player)	void
turnDidRequestAction(List<ActionType>)	ActionType
actionDidRequestWeaponCard(List<WeaponCard>)	WeaponCard
actionDidRequestPowerUpCard(List<PowerUpCard>)	PowerUpCard
actionDidRequestPlayer(MetaPlayer, List<Player>, boolean)	Player
actionDidRequestTile(List<Tile>, boolean)	Tile
actionDidRequestCardFragment(Integer, List<Integer>, boolean)	Integer
actionDidRequestPayment(Integer, PaymentInvoice, AmmoSet, List<Integer>, int)	PaymentReceiptData
startTurn(PlayerColor)	void
endTurn(PlayerColor)	void
chooseAction(List<ActionType>)	ValOrUndo<ActionType>
chooseWeaponCard(List<Integer>)	ValOrUndo<Integer>
choosePowerUpCard(List<Integer>)	ValOrUndo<Integer>
choosePlayer(MetaPlayer, List<PlayerColor>, boolean)	ValOrUndo<PlayerColor>
chooseTile(List<TilePosition>, boolean)	ValOrUndo<TilePosition>
chooseCardFragment(Integer, List<Integer>, boolean)	ValOrUndo<Integer>
choosePayment(PaymentInvoice, AmmoSet, List<Integer>, int)	ValOrUndo<PaymentReceiptData>

VirtualMapView

gameView	VirtualGameView
updateView(MapData)	void
playerDidResurrect(Player)	void
playerDidMove(Player, Tile, Tile)	void
playerDidSpawn(Player, Tile)	void
dropDidSpawn(Tile, DropInstance)	void
dropDidDespawn(Tile)	void
playerDidDie(Player)	void
playerDidLeave(MapPlayer)	void
mapDidRestoreData(MapData)	void
weaponDidSpawn(Tile, WeaponCard)	void
weaponDidDespawn(Tile, WeaponCard)	void
addDrops(TilePosition, DropType, DropType)	void
removeDrops(TilePosition)	void
movePlayer(PlayerColor, TilePosition)	void
spawnPlayer(PlayerColor, TilePosition)	void
killPlayer(PlayerColor)	void
removePlayer(TilePosition)	void
addWeapon(TilePosition)	void
removeWeapon(TilePosition, int)	void

VirtualActionBoardView

owner	Player
gameView	VirtualGameView
boardDidFlip()	void
flipActionBoard()	void

VirtualLobbyView

lobby	Lobby
users	List<String>
sendEvent(UserEvent)	void
addUser(String)	void
removeUser(String)	void
startTimer(int)	void
syncTimer(int)	void
abortTimer()	void
startGame()	void
userDidEnterLobby(User, Lobby)	void
userDidExitLobby(User, Lobby)	void
lobbyDidStartTimer(int)	void
lobbyDidSyncTimer(int)	void
lobbyDidAbortTimer()	void
lobbyWillStartGame()	void