













controller controller (from common) (from server) «interface» GameManagei «interface» LobbyListener +userWillEnterLobby(lobby) «interface» UserListener mgmt (from model) «interface» Lobby +addUser(user: User) LobbyListener +removeUser(user: Úser) +userDidEnterLobby(user: User, lobby: Lobby) +getUsers(): List<User> +userDidExitLobby(user: User, lobby: Lobby) +lobbyWillStartGame(lobby: Lobby)





