|  |
| --- |
| <<interface>> IGamePlay |
|  |
| +bool confirmPlayers(playerID)  +void confirmAnswer(value)  +void correctAnswer()  +bool checkAnswer(value) |

|  |
| --- |
| <<interface>>IGamePlayCallback |
|  |
| +void playerTurn(PlayerID)  +void playerReady(PlayerID)  +void showNextQuestion(QuestionID)  + void getResult() |