

«Interface»  
RemoteController

~assignPatternCard(String , PatternCard): void  
~draftDice(String): void  
~sendAck(): void  
~deactivateUser(User): void  
~endTurn(String): void  
~placeDice(Dice, int, int): void  
~useToolCard(String): void  
~toolCardMove(GrozingPliersRequest): void  
~toolCardMove(FluxBrushRequest): void  
~toolCardMove(FluxRemoverRequest): void  
~toolCardMove(GrindingStoneRequest): void  
~toolCardMove(CopperFoilBurnisherRequest): void  
~toolCardMove(CorkBackedStraightedgeRequest): void  
~toolCardMove(LensCutterRequest): void  
~toolCardMove(EglomiseBrushRequest): void  
~toolCardMove(LathekinRequest): void  
~toolCardMove(RunningPliersRequest): void  
~toolCardMove(TapWheelRequest): void



Controller

-matchName: String  
-hasStarted: boolean  
-sagradaGame: SagradaGame  
-gameManager: GameManager  
-playerList: List<Player>  
-maxTurnSeconds: int  
-maxJoinMatchSeconds: int  
-controllerTimer: ControllerTimer

+getMatchName(): String  
+getConnectedUsers(): int  
+getPlayerList(): List<Player>  
+loginUser(User): void  
+createMatch(): void  
+removeMatch(): void