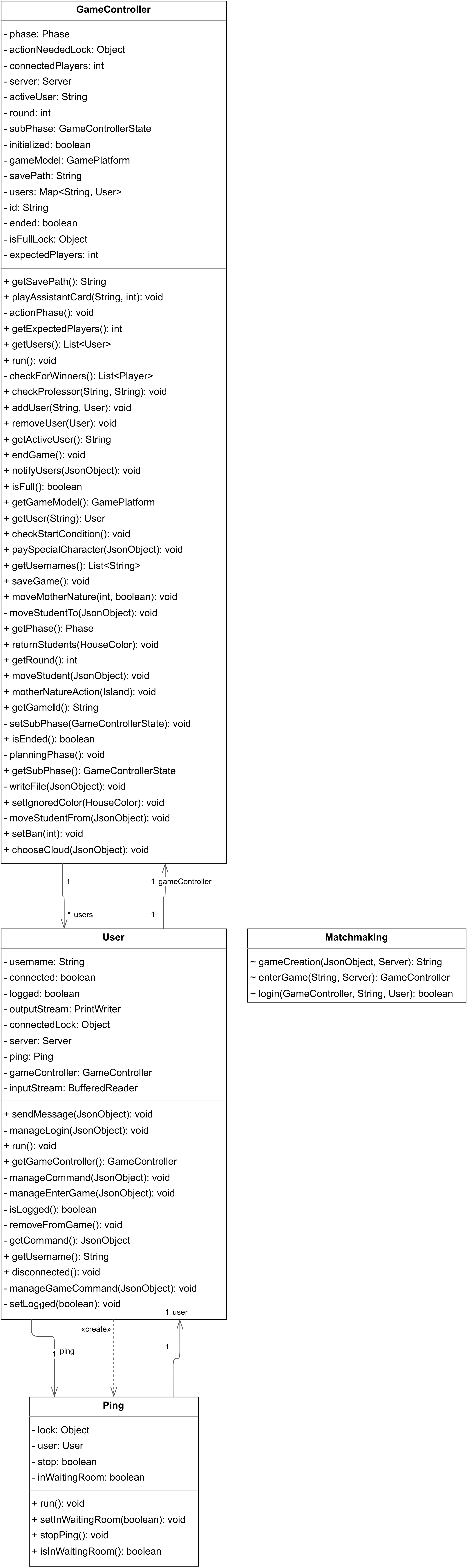
GameController
- phase: Phase
- actionNeededLock: Object
- connectedPlayers: int
- server: Server
- activeUser: String
- round: int
- subPhase: GameControllerState
- initialized: boolean
- gameModel: GamePlatform
- savePath: String
- users: Map<String, User>
- id: String
- ended: boolean
- isFullLock: Object
- expectedPlayers: int
+ getSavePath(): String
+ playAssistantCard(String, int): void
- actionPhase(): void
+ getExpectedPlayers(): int
+ getUsers(): List<User>
+ run(): void
- checkForWinners(): List<Player>
+ checkProfessor(String, String): void
+ addUser(String, User): void
+ removeUser(User): void
+ getActiveUser(): String
+ endGame(): void
+ notifyUsers(JsonObject): void
+ isFull(): boolean
+ getGameModel(): GamePlatform
+ getUser(String): User
+ checkStartCondition(): void
+ paySpecialCharacter(JsonObject): void
+ getUsernames(): List<String>
+ saveGame(): void
+ moveMotherNature(int, boolean): void
- moveStudentTo(JsonObject): void
+ getPhase(): Phase
+ returnStudents(HouseColor): void
+ getRound(): int
+ moveStudent(JsonObject): void
+ motherNatureAction(Island): void
+ getGameId(): String
- setSubPhase(GameControllerState): void
+ isEnded(): boolean
- planningPhase(): void
+ getSubPhase(): GameControllerState
- writeFile(JsonObject): void
+ setIgnoredColor(HouseColor): void
- moveStudentFrom(JsonObject): void
+ setBan(int): void
+ chooseCloud(JsonObject): void
1
1 gameController
* users
1
User
- username: String
- connected: boolean
- logged: boolean
- outputStream: PrintWriter
- connectedLock: Object
- server: Server
- ping: Ping
- gameController: GameController
- inputStream: BufferedReader
+ sendMessage(JsonObject): void
- manageLogin(JsonObject): void
+ run(): void
+ getGameController(): GameController
- manageCommand(JsonObject): void
- manageEnterGame(JsonObject): void
- isLogged(): boolean
- removeFromGame(): void
- getCommand(): JsonObject
+ getUsername(): String
+ disconnected(): void
- manageGameCommand(JsonObject): void
- setLogged(boolean): void
1
1
Matchmaking
~ gameCreation(JsonObject, Server): String
~ enterGame(String, Server): GameController
~ login(GameController, String, User): boolean
1 user
«create»
1 ping
1
Ping
- lock: Object
- user: User
- stop: boolean
- inWaitingRoom: boolean
+ run(): void
+ setInWaitingRoom(boolean): void
+ stopPing(): void
+ isInWaitingRoom(): boolean