

DoubleAdditiveJson

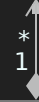
- getName() String
- getRechargeCost() String[]
- isLoad() boolean
- getPower() String
- getDescriptionPower() String
- getFirstAdditivePower() String
- getFirstExtraCost() String
- getSecondAdditivePower() String
- getSecondExtraCost() String
- getDescriptionFirstAdditivePower() String
- getDescriptionSecondAdditivePower() String

TimerThread

- setTime(int) void
- setGame() void
- setTurnTime(int) void
- getTimerDone() boolean
- setTimerDone(boolean) void
- deleteTimer() void
- setOn(boolean) void
- getOn() boolean
- getTurnTime() int
- run() void

ConnectionJson

- getSpaceSecondString() String
- isWall() boolean
- getSpaceFirst() String



SpaceJson

- getTypeSpace() String
- getRoom() String
- getConnectionJsonsList() List<ConnectionJson>

AlternativeJson

- getName() String
- getRechargeCost() String[]
- isLoad() boolean
- getPower() String
- getDescriptionPower() String
- getAlternativePower() String
- getExtraCost() String[]
- getDescriptionAlternativePower() String

AdditiveJson

- getName() String
- getRechargeCost() String[]
- isLoad() boolean
- getPower() String
- getDescriptionPower() String
- getAdditivePower() String
- getAdditiveCost() String
- getDescriptionAdditivePower() String

TimerPingThread

- deleteTimer() void
- setTimerPingDone(boolean) void
- getTimePingDone() boolean
- isOn() boolean
- setOn(boolean) void
- run() void

PowerUpJson

- getColor() String
- getName() String
- getEffect() String

SimplifiedPowerUp

- getName() String
- getColor() String