UnpaidEffectEv

- getNickname(String
- setNickname(Strin   void
- getSelectedEffect   ArrayList<String
- getUsedPowerUps   ArrayList<SimplifiedPowerU
- getRemainingCost   HashMap<String, Intege
- getAvailablePowerUps ArrayList<SimplifiedPowerU
- getAvailableAmmo   HashMap<String, Intege
- updateObject(ExecutorEventImp, Ga   void

PowerChooseEv

- getNickname(String
- setNickname(Strin   void
- getItsAlternative   Boolean
- getPowers(HashMap<String, ArrayList<Strin
- getAvailableAmmo   HashMap<String, Intege
- getAvailablePowerUps ArrayList<SimplifiedPowerU
- updateObject(ExecutorEventImp, Ga   void

PowerSetEv

- getPowers(ArrayList<String
- getUsedPowerUps ArrayList<SimplifiedPowerU

WeaponChooseEv

- getAttacker(String
- getWeapons(ArrayList<String

WeaponSetEv

- getWeapon(String
- getNickname(String