









 ReloadEv



  getPlayerNickname String



  setPlayerNickname(String) void



  getWeaponToReload String



  setWeaponToReload(String) void



  getWeaponCanBeReload List<String>



  setWeaponCanBeReload(List<String>) void



  handle(ExecutorEventImp, Ga void



  MoveEv



  getPlayerNickname String



  setPlayerNickname(String) void



  getMove(String) String



  handle(ExecutorEventImp, Ga void



  GrabEv



  getPlayerNickname String



  setPlayerNickname(String) void



  getMove(String) String



  handle(ExecutorEventImp, Ga void



  PowerupEv



  getPlayerNickname String



  setPlayerNickname(String) void



  handle(ExecutorEventImp, Ga void



  EndEv



  setPlayerNickname(String) void



  getPlayerNickname String

  handle(ExecutorEventImp, Ga void

  VCLogin

  getNickname(String)

  VColor

  getColor(String)