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| Class Name: Lobby | ID: 2 | | Type: Base |
| Description:  The Lobby class controls each scrabble game that can be played on server. | | | Associated Use Cases:  Begin game, Setup game, end game |
| Responsibilities | | Collaborators | |
| Control individual instances of a game. | | Server | |
| Controls player info of who’s in lobby | | Server | |
| Can create a lobby instance | | Server | |
| Can end a lobby instance | | Server | |
| Can join a lobby instance | | Server | |
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| Attributes |  |
| ID (Primary Key) |  |
| Lobby size |  |
| Lobby join code |  |
| Players joined | Current players scores |
| Current Leader |  |
| Relationships | Has-Knowledge-of Server and Player class |
| Generalisation (a-kind-of) |  |
| Controller to divide players into different groups |  |
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| Aggregation (has-parts) |  |
| Bundled together with Server class |  |
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| Other Associations |  |
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