<u>Model</u>

Gameboard
       SetSize()
       GetSize()
       GetRobotsPositions()
       GetTeams()
       SetTeams(list of teams)
       GetRobots()
       SetRobots(list of robots)
       UpdateImmediateStatistics(Robot Identifier, Statistic to be updated, number)
       GetImmediateStatistics()

Robots
       GetRange()
       SetRange(n)
       GetHealth()
       SetHealth(n)
       GetAttack()
       SetAttack(n)
       SetDirection(n)
       GetDirection()
       GetMailbox()
       SetMailbox(list of string)
       IsAI()
       GetAI()
       GetIdentifier()
       SetIdentifier(identifier)

Teams
       GetTeamNumber()
       SetTeamNumber(n)
       GetRobot()
       SetRobot(list of robots)
       GetColor()
       SetColor(n)
       GetIdentity()
       SetIdentity(identifier)

Robot Library Socket
       UpdateStatistics(Gameboard)
       RetrieveRobotFromLibrary(Robot Identifier)
       RetrieveTeamFromLibrary(Team Identifier)
       EnumerateTeams()
       EnumerateRobots()

<u>View</u>
GameDisplayer
       DisplayGame()
       close()

SetupDisplay
       DisplaySetup()
       close()

<u>Controller</u>
Referee
       StartGame()
       AbandonGame()
       UpdateGameBoard()
       TeamQuit(model of a team)

Game Initialize
       InitializeGame()

Robot Controller
       Play()
       quit()