

Client-side classes

AbstractClient

Implements **Runnable**, **AutoCloseable**. Defines how data should be received/sent to the server. Provides a mostly implemented interface to do so. Extended by **GUIClient**.

GUIClient

Extends **AbstractClient**. Defines a type of client which uses a **GamePanel** as its UI device.

GamePanel

Extends **JPanel** implements **AutoCloseable**. Displays input from server in a graphical manner via a **GameCanvas** and pop-ups. Provides widgets (such as radio buttons or regular buttons) which generate user input to be sent to the server.

GameCanvas

Extends **JPanel**. Visualizes LOOKREPLY graphically using the images in the *img* directory.

Client

Extends **JFrame**. Main client side class. Creates a window with a menu panel which allow the user to specify which server to connect to. After connecting to server generates a **GamePanel** which can be closed at any time.