

IllegalStateOperationException NoGamesException GameModelAlreadyCreatedException DirlmgValueMissingException PlayerNumberNotReachedException **EmptyDeckException ObjectiveCardNotChosenException** 

+ ANSI PURPLE: String + ANSI\_GREEN: String + ANSI CYAN: String + ANSI WHITE: String + ANSI\_BLUE: String + ANSI\_RESET: String + ANSI\_RED: String + ANSI\_YELLOW: String + RMI\_SERVER\_TAG: String + CONTROLLER\_TAG: String + TUI\_TAG: String + TCP\_SERVER\_TAG: String + TUI START LINE SYMBOL: String + DEFAULT\_USERNAME: String + GUI SCENE\_startScene: String + GUI\_SCENE\_usernameScene: String + DIRJsonGoldCard: String + DIRJsonObjectiveCard: String + DIRJsonResourceCard: String + playerControllerTag(String): String + getGuiFxmlScenes(): Map<SceneTag, String> + gameControllerTag(String): String

Controller

GameController

- playerList: Map<String, Player>

- clientList: Map<String, VirtualClient>

LinkedBlockingQueue<QueueObject>

+ getMaxNumberPlayers(): int+ drawResource(String): void

+ drawGoldCard1(String): void

+ selectCard(String, int): void

+ initGame(): void

+ play(String, int, int): void

+ playStarter(String): void

+ createAllListeners(): void

+ getModel(): GameModel

+ drawGoldCard2(String): void

+ checkReady(): void

executor(): void + changeSide(String): void

- addQueueObj(QueueObject): void

+ getCurrentNumberPlayers(): int

+ chooseSecretObjective1(String): voic

drawResourceCard2(String): void

+ joinGame(String, VirtualClient): void

- gameControllerWrite(String): void + drawResourceCard1(String): void + chooseSecretObjective2(String): void

+ drawGold(String): void

maxNumberPlayers: int

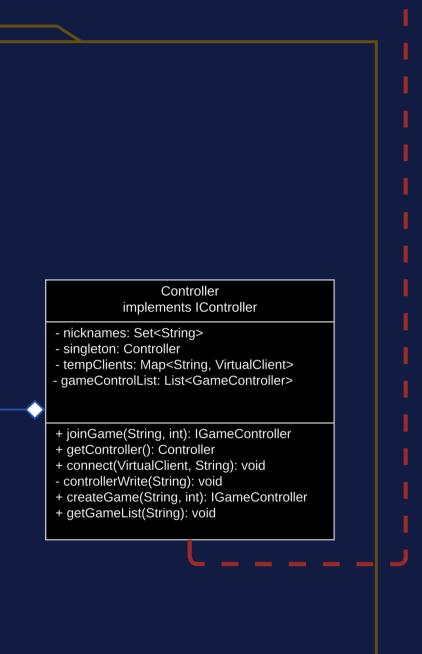
idGame: int

- callsList:

- gsonCard: Gson

- model: GameModel

implements IGameController



virtualController: IController

Client

+ main(String[]): void

+ main(String[]): void

+ scanner: Scanner

OurScanner

