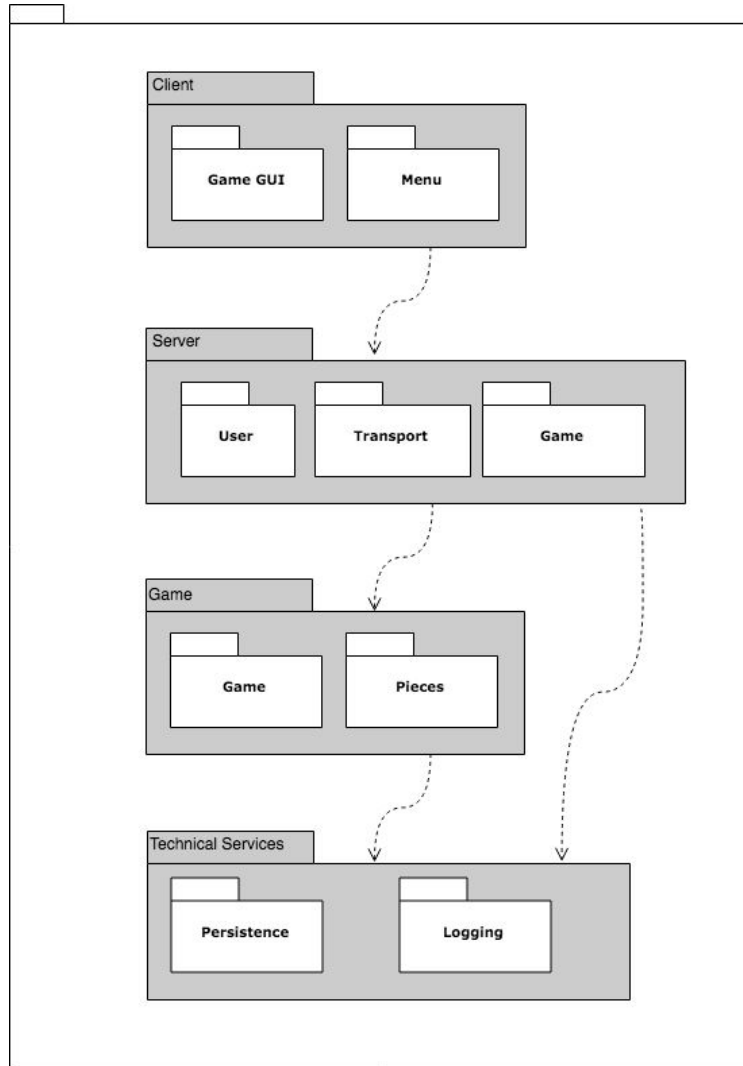


# Design Document

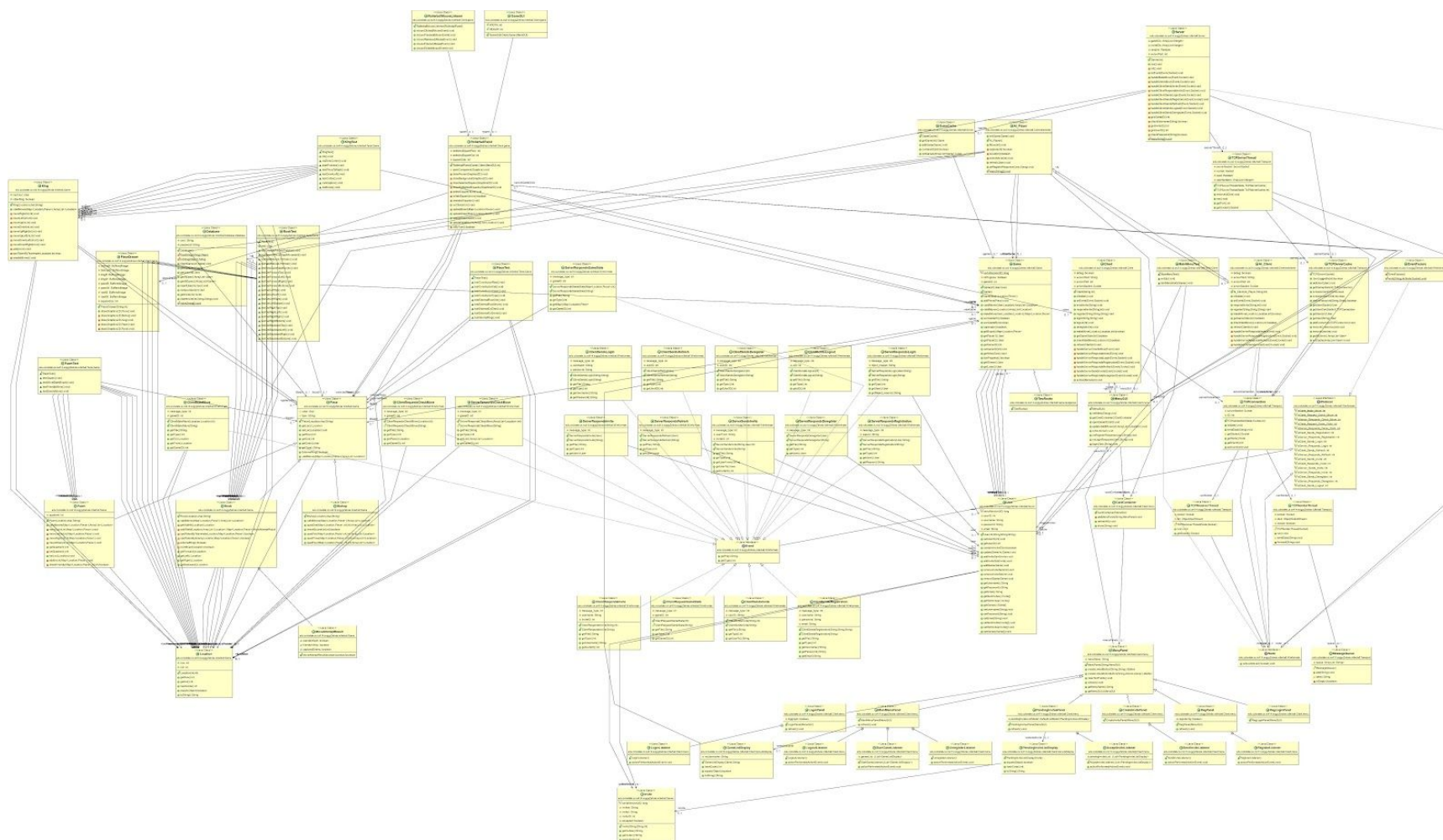
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## Package diagram:



Complete class model:

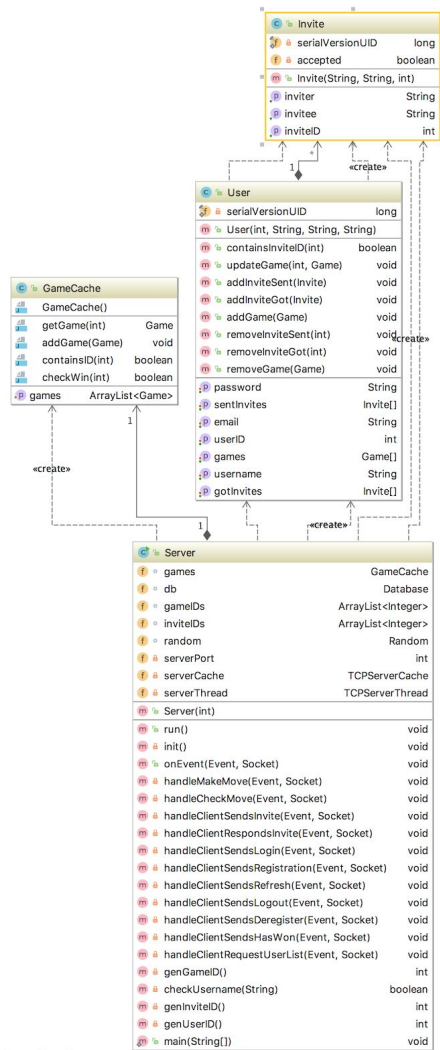


### Client class model:

## Game class model:

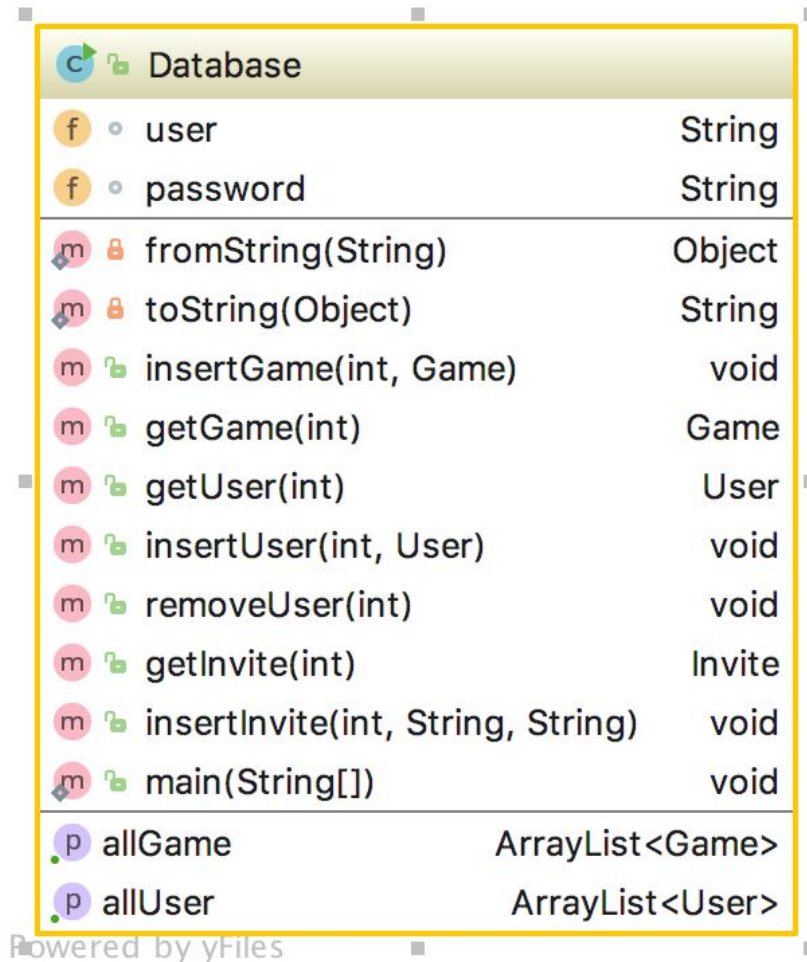


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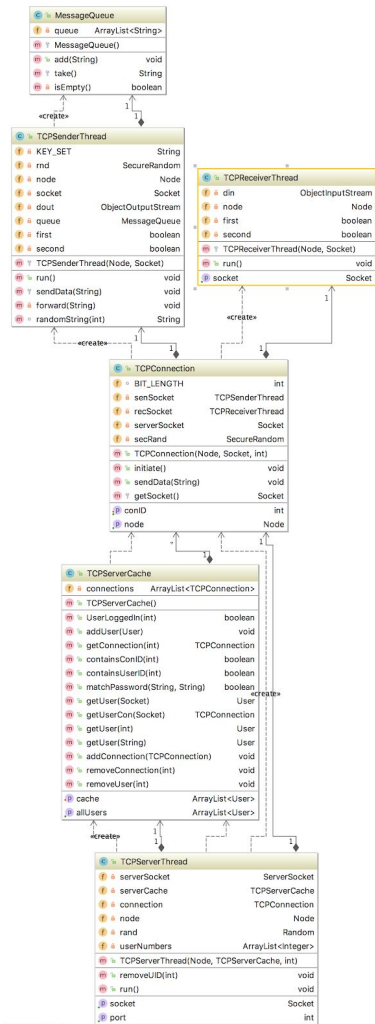
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Database class model:



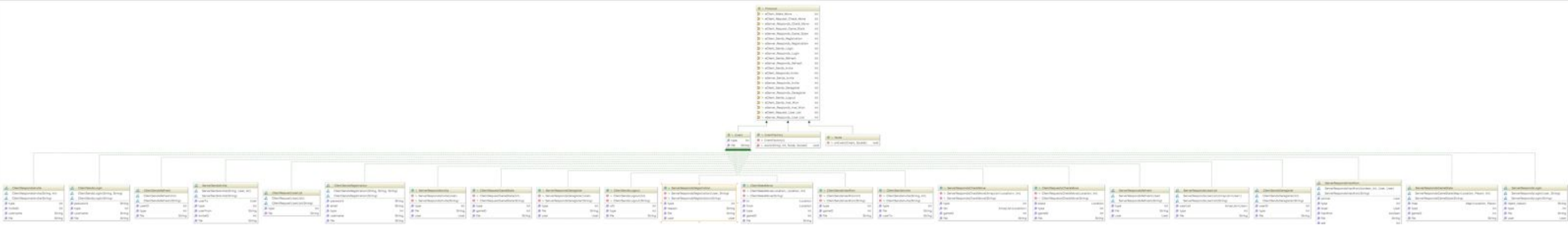


## Transport class model:

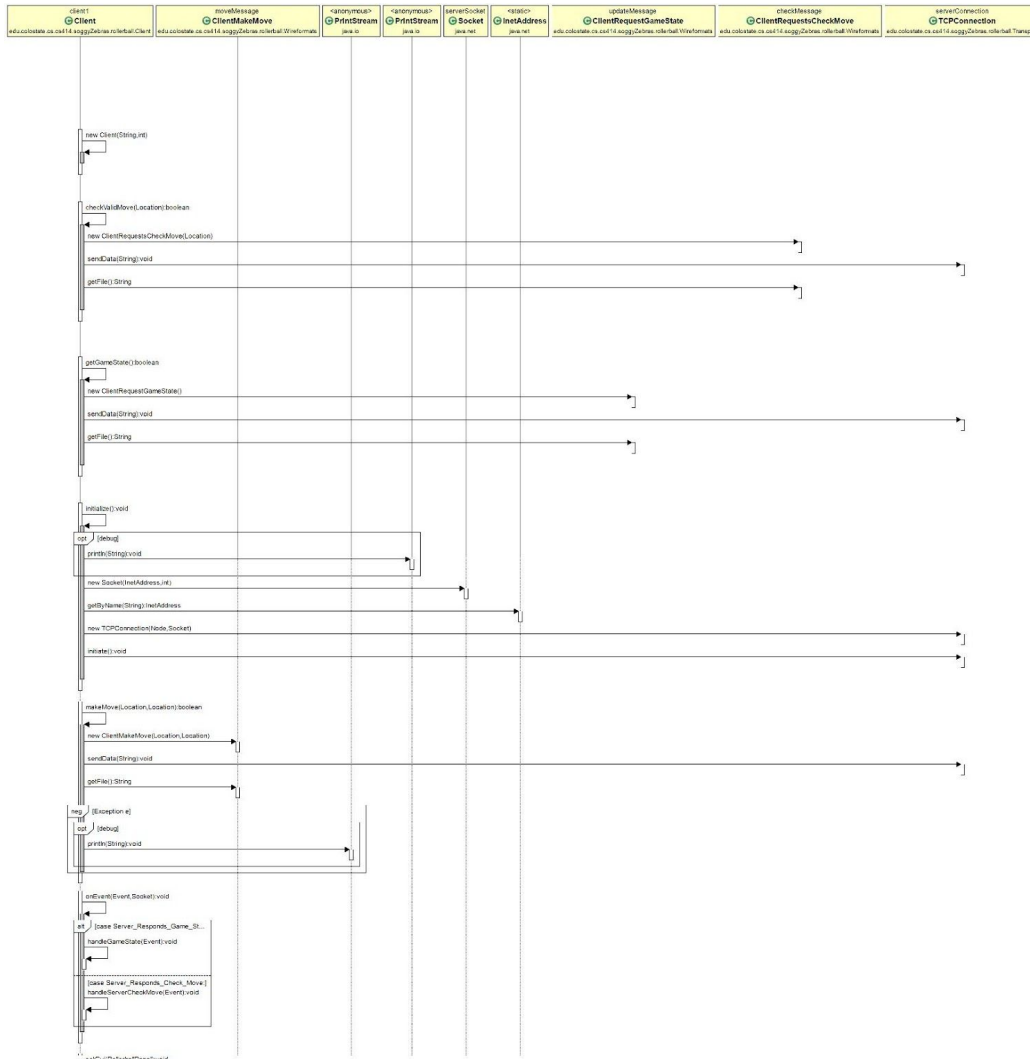


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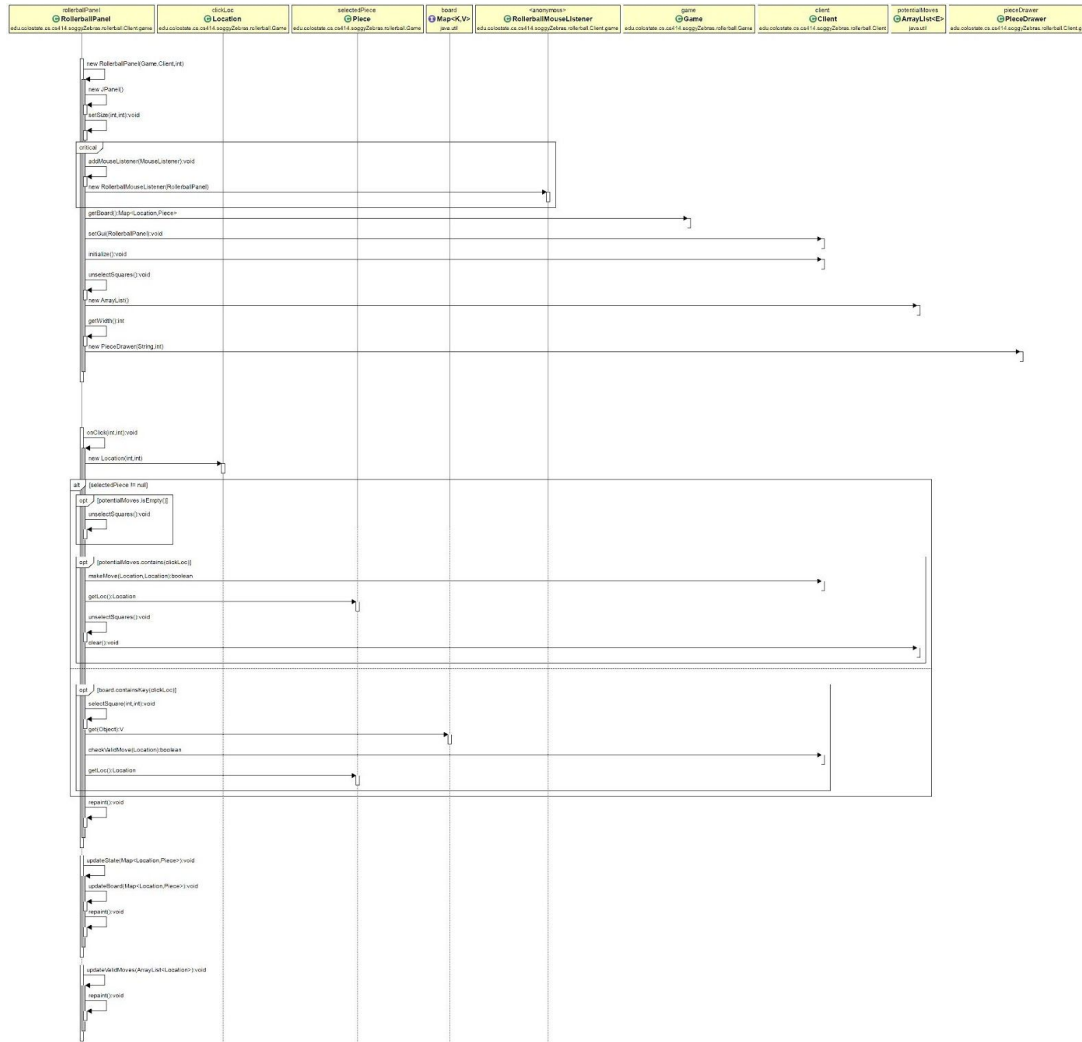
## Wireformat class model:



# Creating Client Sequence Diagram From the Server



## creatingRollerballPanel Sequence Diagram



# newGame Sequence Diagram

From StartGameListener

