## **UUserWidget**

## **UPlayerEditorWidget**

- + FOnCloseButtonClicked OnCloseButtonClicked
- + FOnSaveButtonClicked OnSaveButtonClicked
- # UCheckBox \* CCanMove
- # UCheckBox \* CCanJump
- # UCheckBox \* CCanFire
- # UButton \* BClose
- # UButton \* BSave
- + virtual void NativeConstruct () override
- + void SetBehaviorStats (bool CanMove, bool CanJump, bool CanFire)
- + void Exit()
- + void SaveStats()

#PlayerEditorWidget

## **UAdminManagerWidget**

- + FOnAdminCloseButtonClicked OnAdminCloseButtonClicked
- # UEditableText \* ESearchBar
- # UButton \* BSort
- # UButton \* BEditBehavior # UButton \* BClose
- # UScrollBox \* SListOfPlayers
- # UComboBoxString \* OSearch
- Option # TSubclassOf< UPlayerPanel
- Widget > PlayerPanelWidgetClass # TSubclassOf< UPlayerEditor Widget > PlayerEditorWidgetClass
- # TMap< int, UPlayerPanelWidget \* > MapOfPlayers
- # int PlayerIndex
- # int ActiveWidgetIndex
- # TArray< UPlayerPanelWidget \* > SortArray + virtual void NativeConstruct
- () override + void SetPlayers()
- + void Search(const FText
- &Value) + void SortByCity()
- + void EditPlayerBehavior()
- + void SetActiveWidget (int Index)
- + void QuickSortA(TArray < UPlayerPanelWidget
- > &Array, int Begin, int End) + int PartitionA(TArray < UPlayerPanelWidget
- \* > & Array, int Begin, int End)
- + void ClosePlayerEditor()

+ void SavePlayerStats

(bool CanMove, bool CanJump, bool CanFire) + void CloseAdminWidget()

+AdminManagerWidget

**UServerWidget** 

+ UButton \* CreateServer + UButton \* ConnectToServer

+ UEditableText \* W\_Name + UEditableText \* W\_Password

- + UButton \* BackToGame
- + FSendSettingsToPlayer SetServerSettings
- + FOnFindSession OnFindSession + FOnJoinToSession OnJoinTo
- + int dNumberOfPlayers
- + FString SMap + FString SDifficulty

Session

- + UCheckBox \* IsPrivate + UScrollBox \* SessionsList
- + TSubclassOf< UServerPannel
- Widget > ServerPanelWidgetClass

+ UTextBlock \* W\_ErrorMessage

- + TArray< UServerPannelWidget
- \* > ServerPanelWidgets + UButton \* BManageServer
- + TSubclassOf< UAdminManager Widget > AdminManagerWidgetClass
- + virtual void NativeConstruct
- () override + void ShowErrorMessage
- (FString Message)
- + void CloseWidget() + void Create()
- + void Find()
- + void Join(FBlueprintSession Result SessionResult, const FString &Password)
- + void SetSessions(TArray
- < FBlueprintSessionResult
- > BlueprintSessionResults)
- + void OpenAdminMenu() + void CloseAdminMenu()