

Interface

- gameModel: GameModel
- actualPlayer: int
- check: int
- roundEnded: boolean
- beforeError: States
- delay: int
- t: TimertCL: Timer
- tSP: Timer
- singlePlayerStarted: boolean
- multiPlayerStarted: boolean
- gameEnded: boolean
- -serverSocket: ServerSocket

GameController(ServerSocket, String)

- + addSocketConnection: void
- + socketListener(Socket): void
- endMatch(): void
- lobby(RemoteView): void
- selectWindow(RemoteView, boolean): void
- selectMove1(RemoteView): void
- selectDraft(RemoteView): void
- putDiceInWindow(RemoteView): void
- selectMove2(RemoteView): void
- selectCard(RemoteView): void
- selectDie(RemoteView): void
- useToolcard(RemoteView): void
- useToolcard2(RemoteView): void
- useToolcard3(RemoteView): void
- verifyObserver(): void
- scoreCalculation(): void
- nextPlayer(): boolean
- endTurn(boolean): void
- endRound(): void
- setNextState(): void
- checkError(RemoteView, int): void
- checkErrorPutDice(RemoteView, int): void
- startTimerLobby(): void
- startTimerCheckLobby(): void