LobbyView:

**Variables:**

* -scene: Scene
  + The scene for the lobby view
* -title: String
  + The title displayed across the top of the screen
* -playerList: List
  + A list of all users that are going to be players once the game starts
* -observerList: List
  + A list of all users that are going to be observers once the game starts
* -computerSpinner: Spinner
  + A spinner that tracks how many computer players there will be once hte game starts

**Methods:**

* +init()
  + Method that creates all visual elements for the users to see
* -startGame()
  + Method that tells the controller to start the game
* -switchPlayer()
  + Method that tells the controller to swap the user from player to observer and vice-versa
* -kickPlayer()
  + Method that is only available to the host, will remove the selected player from the lobby
* -back()
  + Method that indicates to the controller to return you to the starting screen

StartView:

**Variables**

* -scene: Scene
  + The scene for the starting view
* -title: String
  + The title displayed across the top of the screen

**Methods:**

* +init()
  + Method that creates all visual elements for the users to see
* -joinGame()
  + Method that opens an entry to type the address of the game you want to join. Calls connectToGame
* -connectToGame(host: String)
  + Method that takes in a String which is the address of the game to be connected to. Passes along to controller
* -hostGame()
  + Method that moves you to the lobby screen
* -exit()
  + Method that closes the program