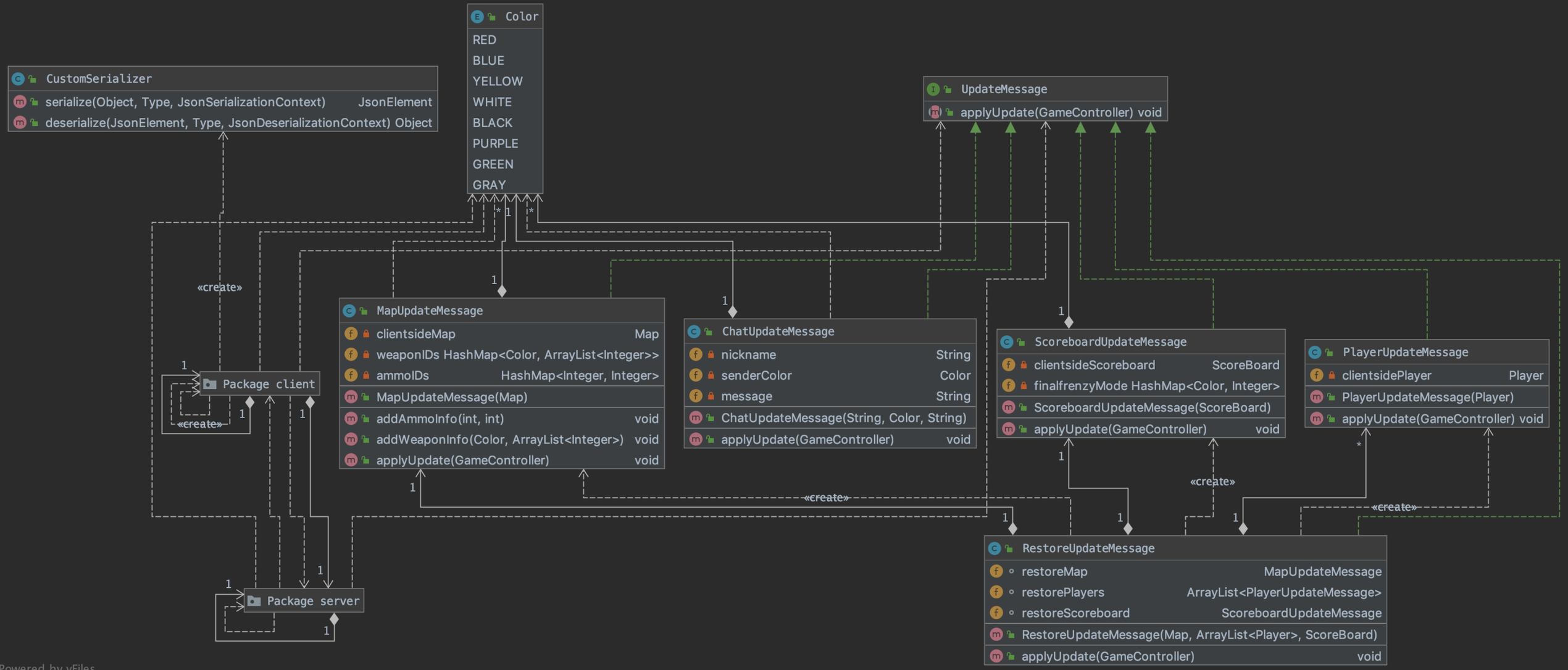


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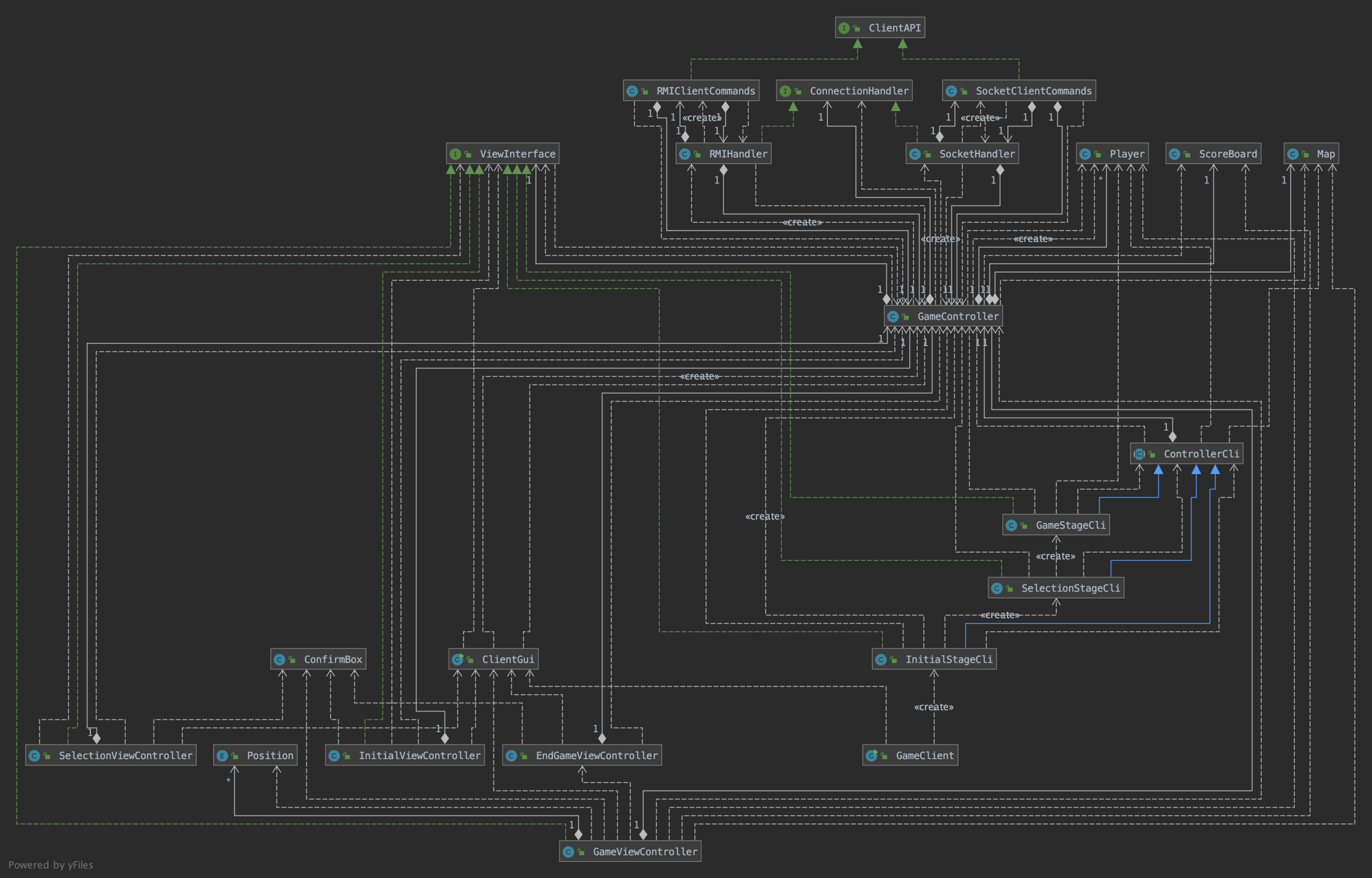


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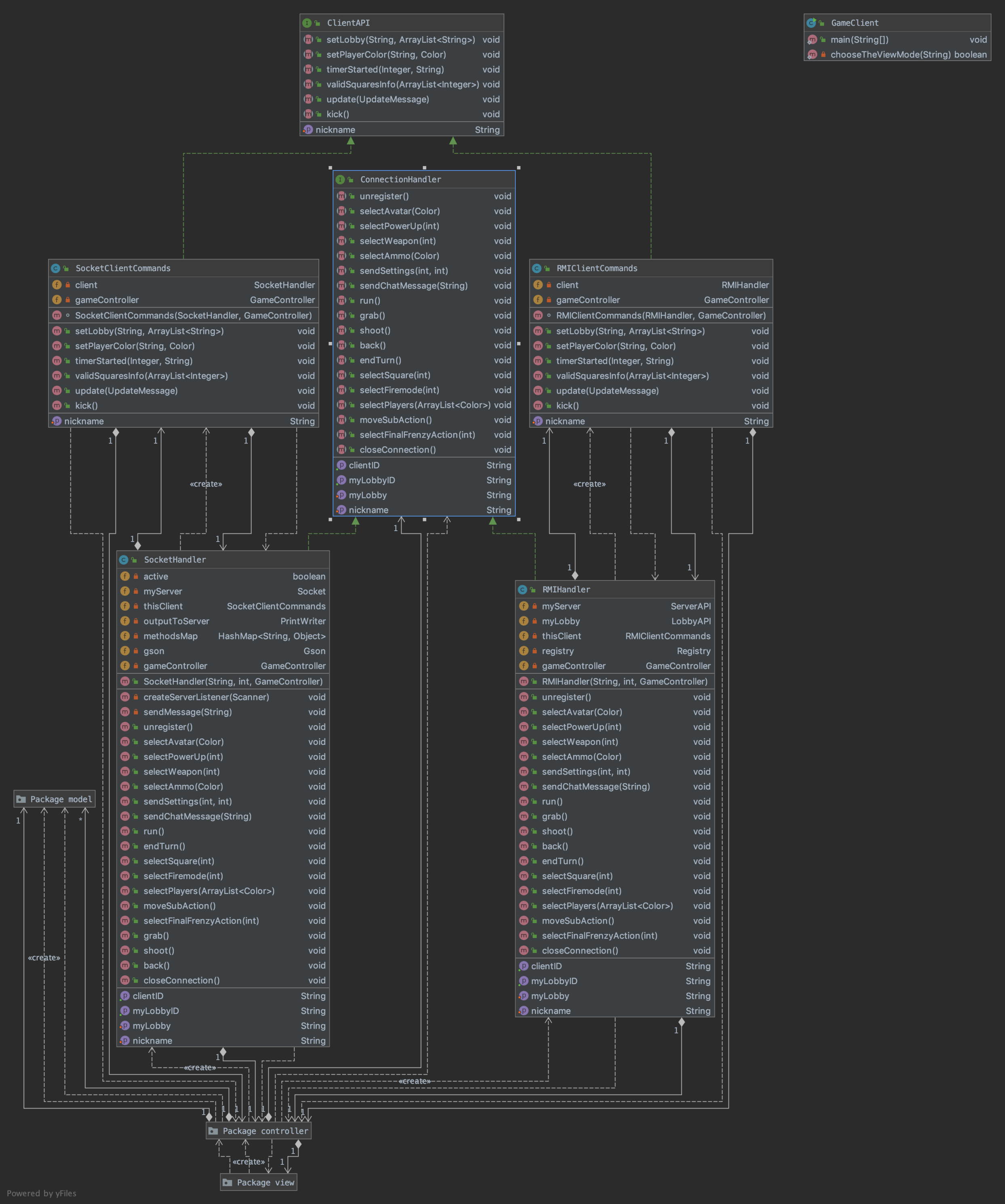
ClientAPI
setLobby(String, ArrayList<String>) void
setPlayerColor(String, Color) void
timerStarted(Integer, String) void
validSquaresInfo(ArrayList<Integer>) void
update(UpdateMessage) void
kick() void
nickname String
GameClient
main(String[]) void
chooseTheViewMode(String) boolean
ConnectionHandler
unregister() void
selectAvatar(Color) void
selectPowerUp(int) void
selectWeapon(int) void
selectAmmo(Color) void
sendSettings(int, int) void
sendChatMessage(String) void
run() void
grab() void
shoot() void
back() void
endTurn() void
selectSquare(int) void
selectFiremode(int) void
selectPlayers(ArrayList<Color>) void
moveSubAction() void
selectFinalFrenzyAction(int) void
closeConnection() void
clientID String
myLobbyID String
myLobby String
nickname String
SocketClientCommands
client SocketHandler
gameController GameController
SocketClientCommands(SocketHandler, GameController)
setLobby(String, ArrayList<String>) void
setPlayerColor(String, Color) void
timerStarted(Integer, String) void
validSquaresInfo(ArrayList<Integer>) void
update(UpdateMessage) void
kick() void
nickname String
RMIClientCommands
client RMIHandler
gameController GameController
RMIClientCommands(RMIHandler, GameController)
setLobby(String, ArrayList<String>) void
setPlayerColor(String, Color) void
timerStarted(Integer, String) void
validSquaresInfo(ArrayList<Integer>) void
update(UpdateMessage) void
kick() void
nickname String
«create»
SocketHandler
active boolean
myServer Socket
thisClient SocketClientCommands
outputToServer PrintWriter
methodsMap HashMap<String, Object>
gson Gson
gameController GameController
SocketHandler(String, int, GameController)
createServerListener(Scanner) void
sendMessage(String) void
unregister() void
selectAvatar(Color) void
selectPowerUp(int) void
selectWeapon(int) void
selectAmmo(Color) void
sendSettings(int, int) void
sendChatMessage(String) void
run() void
endTurn() void
selectSquare(int) void
selectFiremode(int) void
selectPlayers(ArrayList<Color>) void
moveSubAction() void
selectFinalFrenzyAction(int) void
grab() void
shoot() void
back() void
closeConnection() void
clientID String
myLobbyID String
myLobby String
nickname String
RMIHandler
myServer ServerAPI
myLobby LobbyAPI
thisClient RMIClientCommands
registry Registry
gameController GameController
RMIHandler(String, int, GameController)
unregister() void
selectAvatar(Color) void
selectPowerUp(int) void
selectWeapon(int) void
selectAmmo(Color) void
sendSettings(int, int) void
sendChatMessage(String) void
run() void
grab() void
shoot() void
back() void
endTurn() void
selectSquare(int) void
selectFiremode(int) void
selectPlayers(ArrayList<Color>) void
moveSubAction() void
selectFinalFrenzyAction(int) void
closeConnection() void
clientID String
myLobbyID String
myLobby String
nickname String
Package model
Package controller
Package view
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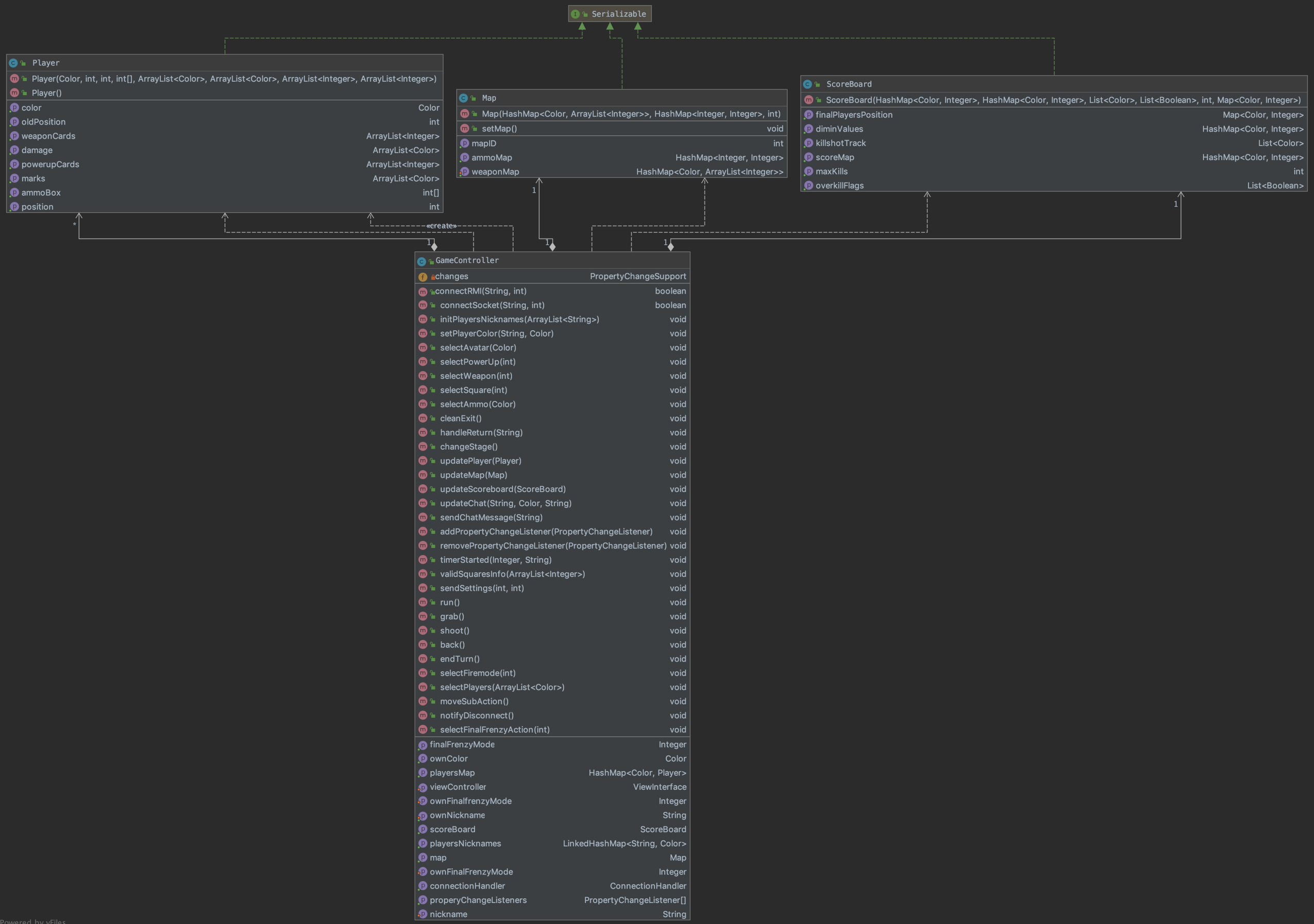


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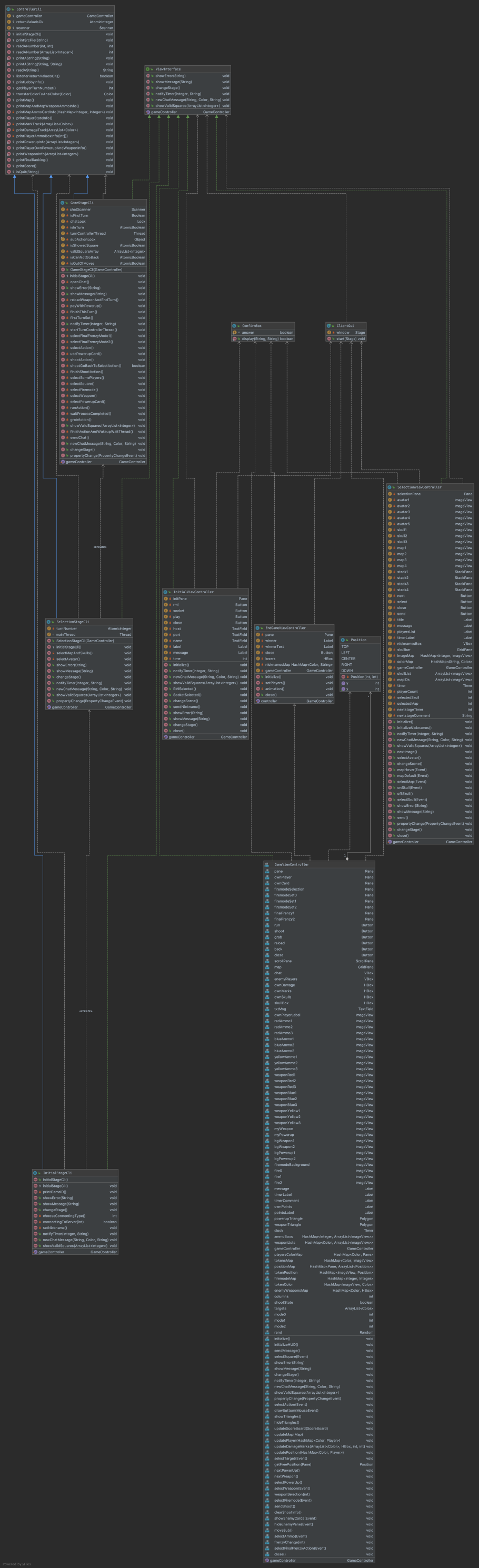


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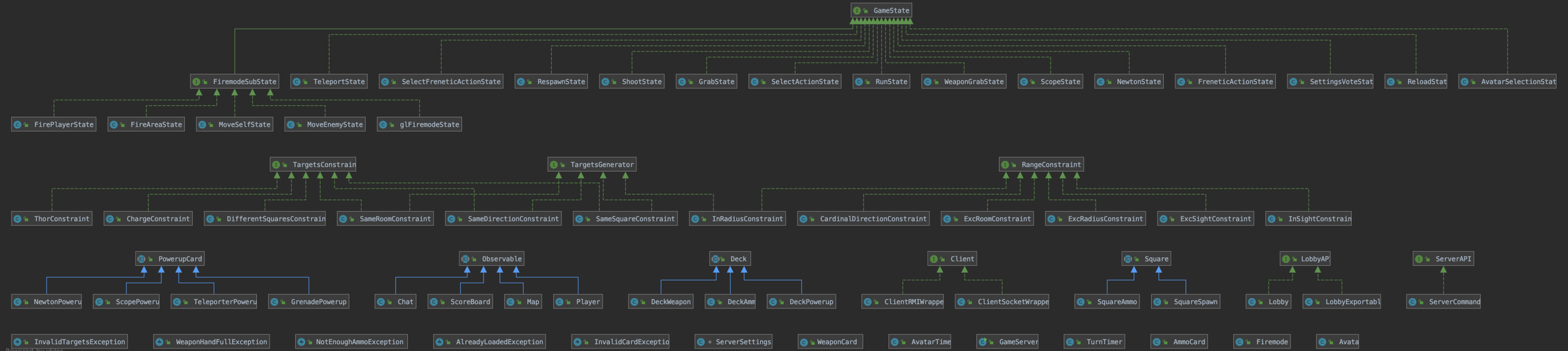
GameState
FiremodeSubState
TeleportState
SelectFreneticActionState
RespawnState
ShootState
GrabState
SelectActionState
RunState
WeaponGrabState
ScopeState
NewtonState
FreneticActionState
SettingsVoteStat
ReloadStat
AvatarSelectionStat
FirePlayerState
FireAreaState
MoveSelfState
MoveEnemyState
glFiremodeState
TargetsConstrain
TargetsGenerator
RangeConstraint
ThorConstraint
ChargeConstraint
DifferentSquaresConstrain
SameRoomConstraint
SameDirectionConstraint
SameSquareConstraint
InRadiusConstraint
CardinalDirectionConstraint
ExcRoomConstraint
ExcRadiusConstraint
ExcSightConstraint
InSightConstrain
PowerupCard
Observable
Deck
Client
Square
LobbyAP
ServerAPI
NewtonPoweru
ScopePoweru
TeleporterPoweru
GrenadePowerup
Chat
ScoreBoard
Map
Player
DeckWeapon
DeckAmm
DeckPowerup
ClientRMIWrappe
ClientSocketWrappe
SquareAmmo
SquareSpawn
Lobby
LobbyExportabl
ServerCommand
InvalidTargetsException
WeaponHandFullException
NotEnoughAmmoException
AlreadyLoadedException
InvalidCardExceptio
ServerSettings
WeaponCard
AvatarTime
GameServer
TurnTimer
AmmoCard
Firemode
Avata
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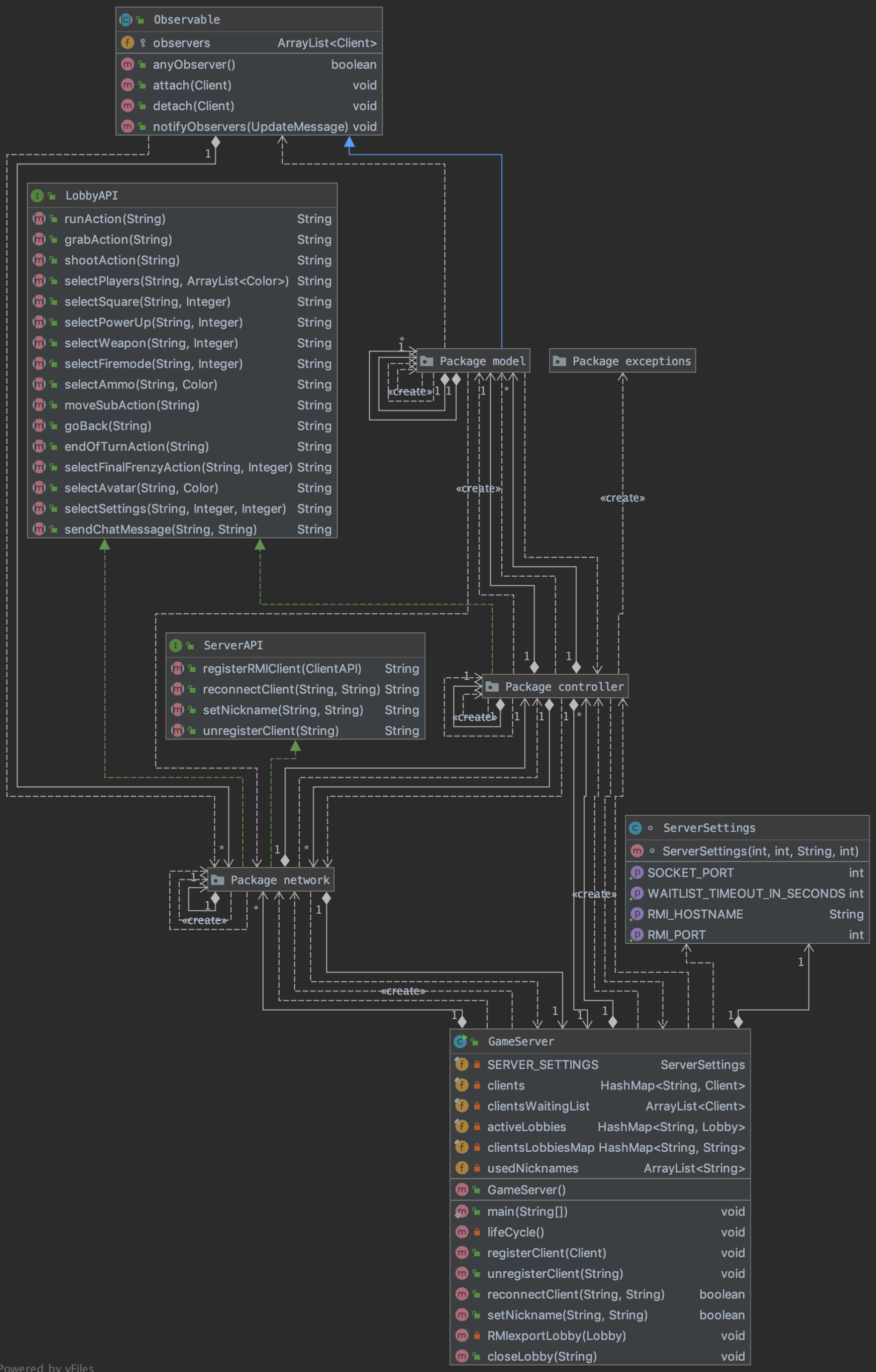


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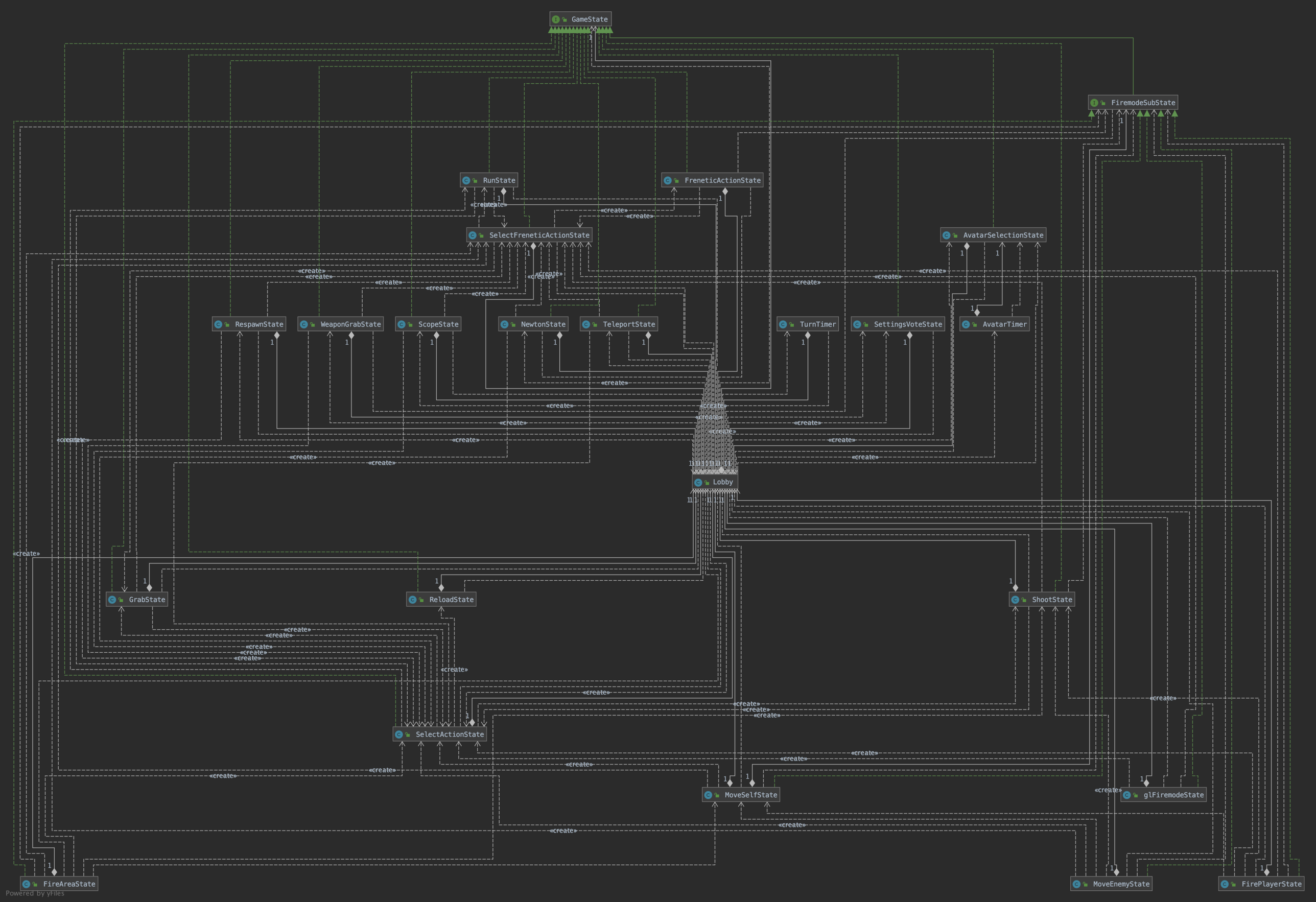


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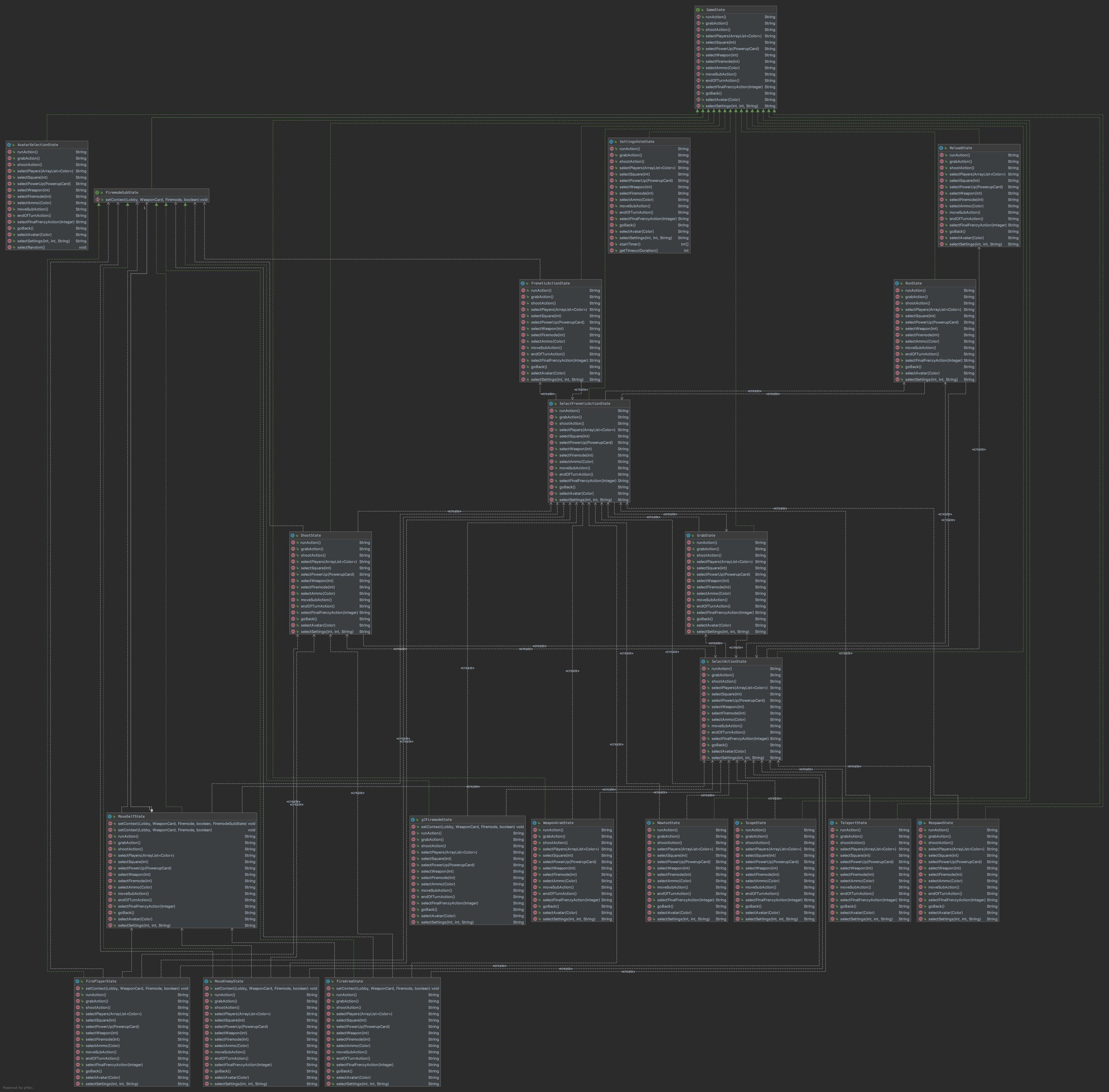
GameState
runAction() String
grabAction() String
shootAction() String
selectPlayers(ArrayList<Color>) String
selectSquare(int) String
selectPowerUp(PowerupCard) String
selectWeapon(int) String
selectFiremode(int) String
selectAmmo(Color) String
moveSubAction() String
endOfTurnAction() String
selectFinalFrenzyAction(Integer) String
goBack() String
selectAvatar(Color) String
selectSettings(int, int, String) String
AvatarSelectionState
runAction() String
grabAction() String
shootAction() String
selectPlayers(ArrayList<Color>) String
selectSquare(int) String
selectPowerUp(PowerupCard) String
selectWeapon(int) String
selectFiremode(int) String
selectAmmo(Color) String
moveSubAction() String
endOfTurnAction() String
selectFinalFrenzyAction(Integer) String
goBack() String
selectAvatar(Color) String
selectSettings(int, int, String) String
selectRandom() void
FiremodeSubState
setContext(Lobby, WeaponCard, Firemode, boolean) void
SettingsVoteState
runAction() String
grabAction() String
shootAction() String
selectPlayers(ArrayList<Color>) String
selectSquare(int) String
selectPowerUp(PowerupCard) String
selectWeapon(int) String
selectFiremode(int) String
selectAmmo(Color) String
moveSubAction() String
endOfTurnAction() String
selectFinalFrenzyAction(Integer) String
goBack() String
selectAvatar(Color) String
selectSettings(int, int, String) String
startTimer() int[]
getTimeoutDuration() int
ReloadState
runAction() String
grabAction() String
shootAction() String
selectPlayers(ArrayList<Color>) String
selectSquare(int) String
selectPowerUp(PowerupCard) String
selectWeapon(int) String
selectFiremode(int) String
selectAmmo(Color) String
moveSubAction() String
endOfTurnAction() String
selectFinalFrenzyAction(Integer) String
goBack() String
selectAvatar(Color) String
selectSettings(int, int, String) String
FreneticActionState
runAction() String
grabAction() String
shootAction() String
selectPlayers(ArrayList<Color>) String
selectSquare(int) String
selectPowerUp(PowerupCard) String
selectWeapon(int) String
selectFiremode(int) String
selectAmmo(Color) String
moveSubAction() String
endOfTurnAction() String
selectFinalFrenzyAction(Integer) String
goBack() String
selectAvatar(Color) String
selectSettings(int, int, String) String
RunState
runAction() String
grabAction() String
shootAction() String
selectPlayers(ArrayList<Color>) String
selectSquare(int) String
selectPowerUp(PowerupCard) String
selectWeapon(int) String
selectFiremode(int) String
selectAmmo(Color) String
moveSubAction() String
endOfTurnAction() String
selectFinalFrenzyAction(Integer) String
goBack() String
selectAvatar(Color) String
selectSettings(int, int, String) String
SelectFreneticActionState
runAction() String
grabAction() String
shootAction() String
selectPlayers(ArrayList<Color>) String
selectSquare(int) String
selectPowerUp(PowerupCard) String
selectWeapon(int) String
selectFiremode(int) String
selectAmmo(Color) String
moveSubAction() String
endOfTurnAction() String
selectFinalFrenzyAction(Integer) String
goBack() String
selectAvatar(Color) String
selectSettings(int, int, String) String
ShootState
runAction() String
grabAction() String
shootAction() String
selectPlayers(ArrayList<Color>) String
selectSquare(int) String
selectPowerUp(PowerupCard) String
selectWeapon(int) String
selectFiremode(int) String
selectAmmo(Color) String
moveSubAction() String
endOfTurnAction() String
selectFinalFrenzyAction(Integer) String
goBack() String
selectAvatar(Color) String
selectSettings(int, int, String) String
GrabState
runAction() String
grabAction() String
shootAction() String
selectPlayers(ArrayList<Color>) String
selectSquare(int) String
selectPowerUp(PowerupCard) String
selectWeapon(int) String
selectFiremode(int) String
selectAmmo(Color) String
moveSubAction() String
endOfTurnAction() String
selectFinalFrenzyAction(Integer) String
goBack() String
selectAvatar(Color) String
selectSettings(int, int, String) String
SelectActionState
runAction() String
grabAction() String
shootAction() String
selectPlayers(ArrayList<Color>) String
selectSquare(int) String
selectPowerUp(PowerupCard) String
selectWeapon(int) String
selectFiremode(int) String
selectAmmo(Color) String
moveSubAction() String
endOfTurnAction() String
selectFinalFrenzyAction(Integer) String
goBack() String
selectAvatar(Color) String
selectSettings(int, int, String) String
MoveSelfState
setContext(Lobby, WeaponCard, Firemode, boolean, FiremodeSubState) void
setContext(Lobby, WeaponCard, Firemode, boolean) void
runAction() String
grabAction() String
shootAction() String
selectPlayers(ArrayList<Color>) String
selectSquare(int) String
selectPowerUp(PowerupCard) String
selectWeapon(int) String
selectFiremode(int) String
selectAmmo(Color) String
moveSubAction() String
endOfTurnAction() String
selectFinalFrenzyAction(Integer) String
goBack() String
selectAvatar(Color) String
selectSettings(int, int, String) String
glFiremodeState
setContext(Lobby, WeaponCard, Firemode, boolean) void
runAction() String
grabAction() String
shootAction() String
selectPlayers(ArrayList<Color>) String
selectSquare(int) String
selectPowerUp(PowerupCard) String
selectWeapon(int) String
selectFiremode(int) String
selectAmmo(Color) String
moveSubAction() String
endOfTurnAction() String
selectFinalFrenzyAction(Integer) String
goBack() String
selectAvatar(Color) String
selectSettings(int, int, String) String
WeaponGrabState
runAction() String
grabAction() String
shootAction() String
selectPlayers(ArrayList<Color>) String
selectSquare(int) String
selectPowerUp(PowerupCard) String
selectWeapon(int) String
selectFiremode(int) String
selectAmmo(Color) String
moveSubAction() String
endOfTurnAction() String
selectFinalFrenzyAction(Integer) String
goBack() String
selectAvatar(Color) String
selectSettings(int, int, String) String
NewtonState
runAction() String
grabAction() String
shootAction() String
selectPlayers(ArrayList<Color>) String
selectSquare(int) String
selectPowerUp(PowerupCard) String
selectWeapon(int) String
selectFiremode(int) String
selectAmmo(Color) String
moveSubAction() String
endOfTurnAction() String
selectFinalFrenzyAction(Integer) String
goBack() String
selectAvatar(Color) String
selectSettings(int, int, String) String
ScopeState
runAction() String
grabAction() String
shootAction() String
selectPlayers(ArrayList<Color>) String
selectSquare(int) String
selectPowerUp(PowerupCard) String
selectWeapon(int) String
selectFiremode(int) String
selectAmmo(Color) String
moveSubAction() String
endOfTurnAction() String
selectFinalFrenzyAction(Integer) String
goBack() String
selectAvatar(Color) String
selectSettings(int, int, String) String
TeleportState
runAction() String
grabAction() String
shootAction() String
selectPlayers(ArrayList<Color>) String
selectSquare(int) String
selectPowerUp(PowerupCard) String
selectWeapon(int) String
selectFiremode(int) String
selectAmmo(Color) String
moveSubAction() String
endOfTurnAction() String
selectFinalFrenzyAction(Integer) String
goBack() String
selectAvatar(Color) String
selectSettings(int, int, String) String
RespawnState
runAction() String
grabAction() String
shootAction() String
selectPlayers(ArrayList<Color>) String
selectSquare(int) String
selectPowerUp(PowerupCard) String
selectWeapon(int) String
selectFiremode(int) String
selectAmmo(Color) String
moveSubAction() String
endOfTurnAction() String
selectFinalFrenzyAction(Integer) String
goBack() String
selectAvatar(Color) String
selectSettings(int, int, String) String
FirePlayerState
setContext(Lobby, WeaponCard, Firemode, boolean) void
runAction() String
grabAction() String
shootAction() String
selectPlayers(ArrayList<Color>) String
selectSquare(int) String
selectPowerUp(PowerupCard) String
selectWeapon(int) String
selectFiremode(int) String
selectAmmo(Color) String
moveSubAction() String
endOfTurnAction() String
selectFinalFrenzyAction(Integer) String
goBack() String
selectAvatar(Color) String
selectSettings(int, int, String) String
MoveEnemyState
setContext(Lobby, WeaponCard, Firemode, boolean) void
runAction() String
grabAction() String
shootAction() String
selectPlayers(ArrayList<Color>) String
selectSquare(int) String
selectPowerUp(PowerupCard) String
selectWeapon(int) String
selectFiremode(int) String
selectAmmo(Color) String
moveSubAction() String
endOfTurnAction() String
selectFinalFrenzyAction(Integer) String
goBack() String
selectAvatar(Color) String
selectSettings(int, int, String) String
FireAreaState
setContext(Lobby, WeaponCard, Firemode, boolean) void
runAction() String
grabAction() String
shootAction() String
selectPlayers(ArrayList<Color>) String
selectSquare(int) String
selectPowerUp(PowerupCard) String
selectWeapon(int) String
selectFiremode(int) String
selectAmmo(Color) String
moveSubAction() String
endOfTurnAction() String
selectFinalFrenzyAction(Integer) String
goBack() String
selectAvatar(Color) String
selectSettings(int, int, String) String
«create»
1
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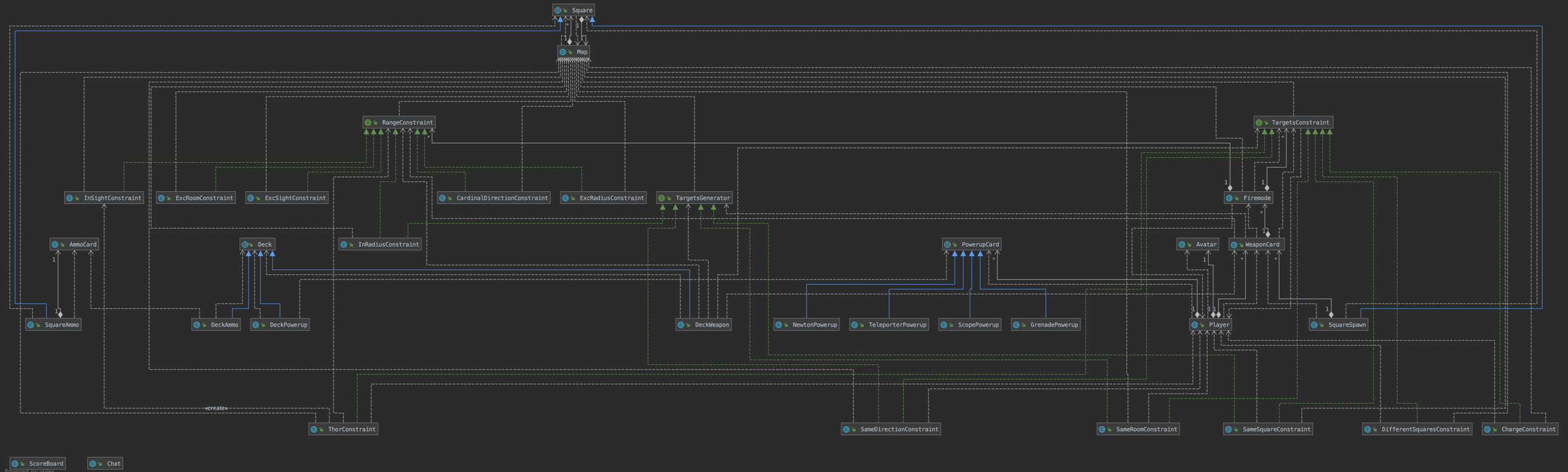
Square
Map
RangeConstraint
TargetsConstraint
InSightConstraint
ExcRoomConstraint
ExcSightConstraint
CardinalDirectionConstraint
ExcRadiusConstraint
TargetsGenerator
Firemode
AmmoCard
Deck
InRadiusConstraint
PowerupCard
Avatar
WeaponCard
SquareAmmo
DeckAmmo
DeckPowerup
DeckWeapon
NewtonPowerup
TeleporterPowerup
ScopePowerup
GrenadePowerup
Player
SquareSpawn
«create»
ThorConstraint
SameDirectionConstraint
SameRoomConstraint
SameSquareConstraint
DifferentSquaresConstraint
ChargeConstraint
ScoreBoard
Chat
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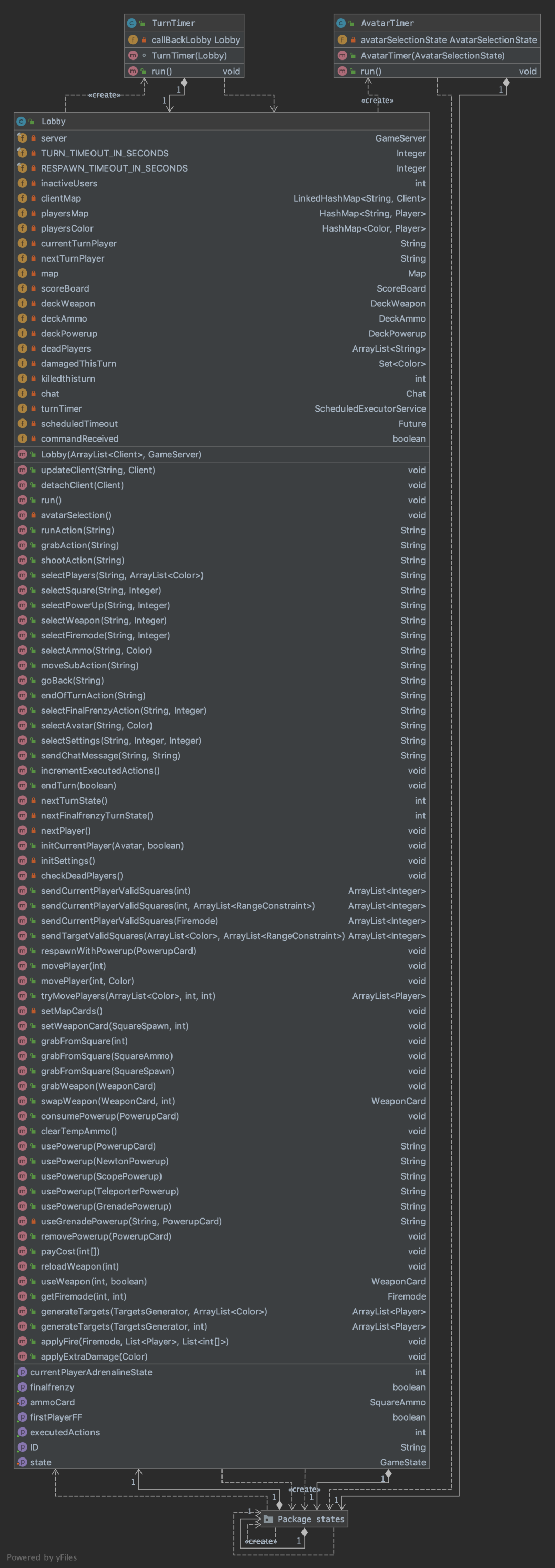


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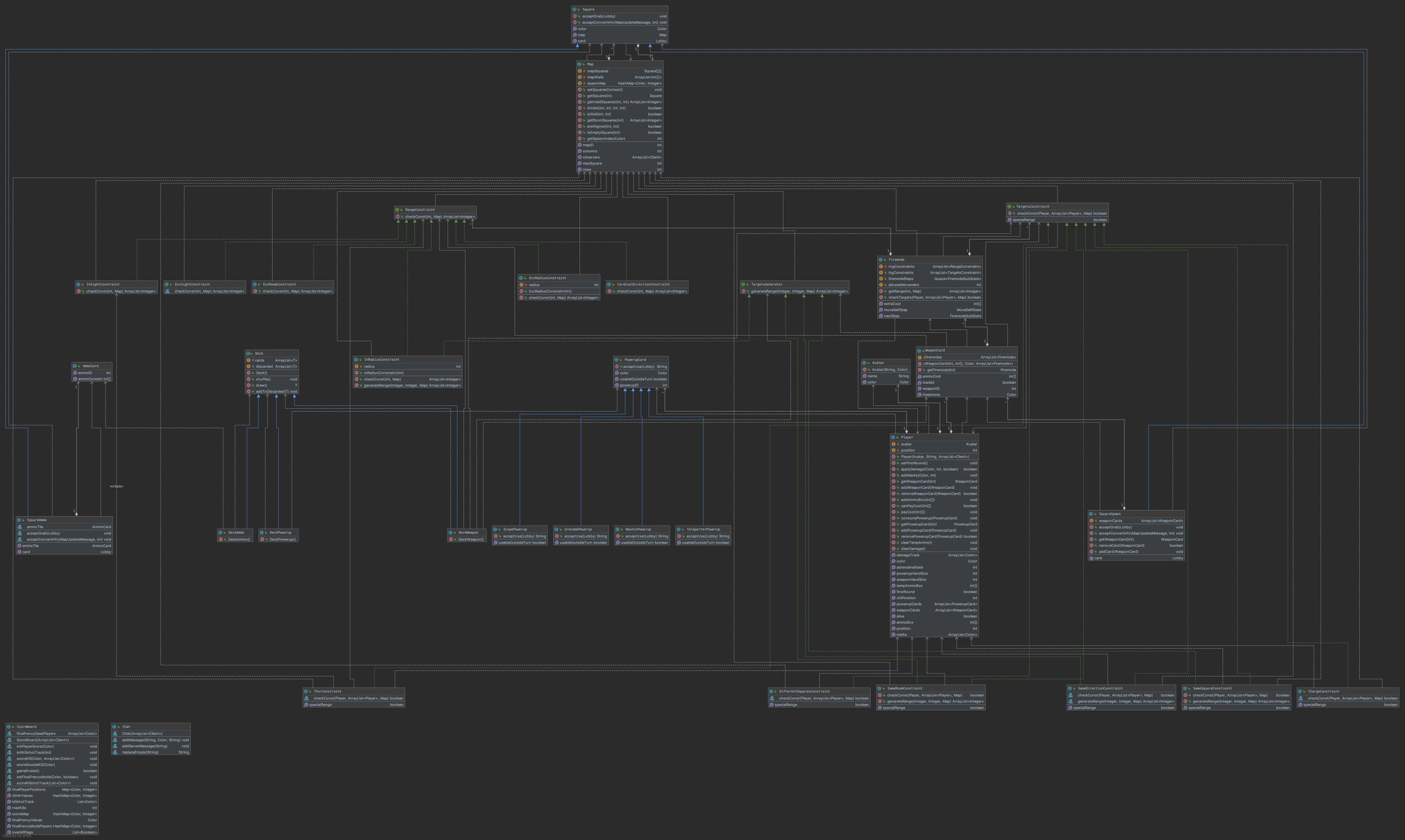


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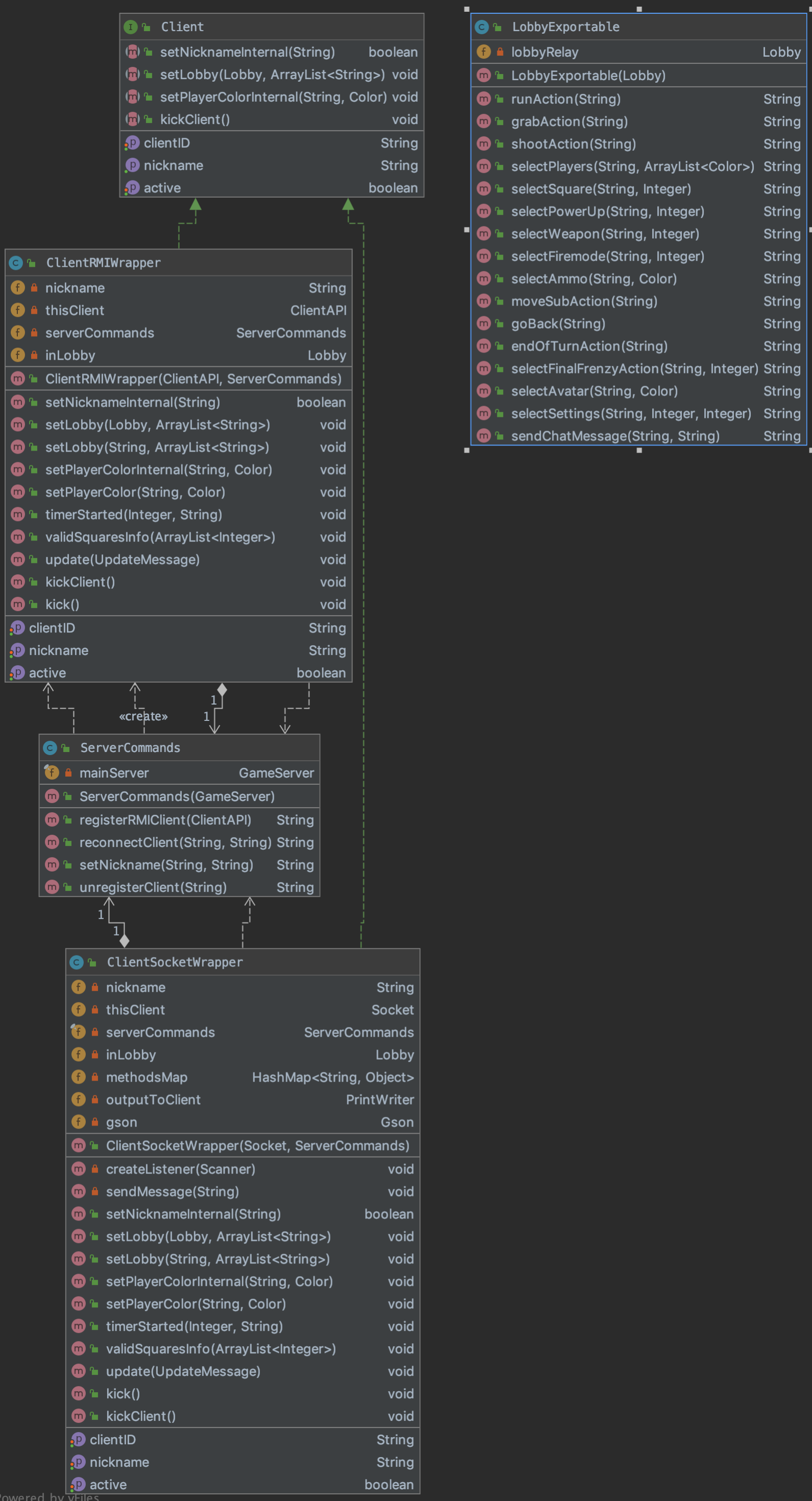


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