## GameController - status: string - players: List - pool: List - word\_dictionary: List - queue: List queue\_id: int + start\_game\_(self, players: list, settings: dict) -> None: + finish\_round(self) -> None + start\_round(self) -> None + finish\_round(self) -> None + remove\_word(self, verdict: str, screen\_time: float) -> None + endgame(self) -> None 1 to 1 **PartyStatistics** - inside\_players: Set - user\_statistics: Dict - word\_statistics:Dict

+ add\_result(self, explaining\_user: str, guessing\_user: str, word: str, verdict: str, screen\_time: float) -> None

+ add\_objects(self, users: list, words: list) -> None

+ get() -> Dict[str, Any] "return all statistics"

## Room

- name: str
- lang: str "language"
- members: Dict
- + online(self) -> List[str]
- + start\_game(self, settings: dict) -> None
- + get\_broadcast\_data(self) -> Dict[str, Any]
- + make\_offline(self, username: str) -> None
- + join(self, username: str) -> None
- + leave(self, username: str) -> None

