

{abstract} View LoginController BoardController GuiController - stage: Stage onnection: ClientInterface - singlePlayer: boolean - mainController: GuiController - cliState: GameState # playerID: int - fileStream: FileInputStream + getPlayerID(): int - setStage(stage Stage): void verRmi: RmiHandler indexPattern: int indexPattern: int - indexPatternStartOne: int loginButtonSelected(event ActionEvent): void indexPatternEndOne: int indexStartOne: int setNameView(nameView String): void meSetted: SimpleBooleanProperty indexPatternStartTwo: int indexStartTwo: int + setPlayerName(username String): void indexPatternEndTwo: int + isStarted(): boolean indexTool: int + setStarted(isStarted boolean): void ameStarted: boolean State: ViewState + setConnection(client ClientInterface): void naxPlayers: boolean draftPool: DraftPool - toolList: List<ToolCard> + getConnection(): ClientConnection prevPoolSize=DEFAULT: int roundList: List<Integer> patternList: List<PatternCard> - colorDice: DiceColor showNameOther(name String): void ublicCardList: List<PublicObjectiveCard> Application ndTracker: RoundTracker + showNameError(): void - privateCardSingle: List<PrivateObjectiveCard> toolSinglePlayer: int + showNameChoose(): void privateCard: PrivateObjectiveCard ndexPosition: int - connection: ClientInterface showPrivateCard(private PrivateObjectiveCard): void - connected = true: boolean showPublicCard(publicList List<PublicObjectiveCard>): void atternCurrent: PatternCard patternID0: PatternCard + showPatternList(patternCards List<PatternCard>): void numberDice: int showPattern(patternCard PatternCard): void rnID1: PatternCard AlertBox showOtherPattern(pattern PatternCard, name String): void patternID2: PatternCard - getToolCost(): List<Integer> + showOtherStartPattern(): void patternID3: PatternCard - setCliState(GameState state): void handleTool4(event MouseEvent): void showPatternUpdate(pattern PatternCard): void ameID0: String - setPoolSize(poolSize int): void + display(title String, message String): void ~ handleTool5(event MouseEvent): void · showStartScene(): void setIndexPool(indexPool int): void handleUnzoomTool4(event MouseEvent): void showTokens(tokensNumber int): void setIndexPattern(indexPattern int): void handleUnzoomTool5(event MouseEvent): void showCurrentRound(round int): void setIndexTool(indexTool int): void ~ handleCellEvent(event ActionEvent): void - setIndexStartOne(indexStartOne int): void handleDlcePool(event ActionEvent): void showOtherCurrentTurn(username String): void setIndexStartTwo(indexStartTwo int): void handlePrivateUnzoom(event MouseEvent): voic showRollCommand(): void - board: BoardController setIndexEndOne(indexEndOne int): void + showDraftPool(draftPool DraftPool): void handlePrivateZoom(event MouseEvent): void - selectedDifficulty: Integer fileStream: FileInputStream setIndexEndTwo(indexEndTwo int): void handleRoundButton(event MouseEvent): void + showChooseComand(): void indexPattern: int setIndexRound(indexRound int): void handleTool1(event MouseEvent): void + showMoveComand(poolSize int): void mainController: GuiController setColorDice(colorDice DiceColor): void handleTool2(event MouseEvent): void + showIndexPoolComand(poolSize int): void setBoard(board BoardController): void patternSetted: SImpleBooleanProperty setDiceNumber(diceNumber int): void handleTool3(event MouseEvent): void showIndexPatternComand(): void customPlay: SImpleBooleanProperty SinglePlayer(): boolean - setToolSingleNumber(toolSingleNumber): void handleZoomPublic1(event MouseEvent): void showToolComand(toolCards List<ToolCard>): void customCard=false: boolean setConnected(GameState state): void handleZoomPublic2(event MouseEvent); voice showToolChooseComand(): void selfScheme: PatternCard andlePlayButton(event ActionEvent): void handleZoomPublic3(event MouseEvent): void showToolCostComand(toolCards List<ToolCard>, indexTool int): void nandleDifficultyBox(event ActionEvent): void ~ handleUnzoomPublic1(event MouseEvent): void + showRoundTracker(roundTracker RoundTrack): void CustomCard(customCard boolean): void + showSinglePlayerRequest(): void ~ setMainController(mainController GuiController): void handleUnzoomPublic2(event MouseEvent); void + showFinalRank(playerList List<Player>): void ConnectionTypeAndStage(connectionType String, primaryStage Stage, singlePlayer boolean): void + showGameStarted(): void handleUnzoomPublic3(event MouseEvent): void setIndexPattern(indexPattern int): void setMode(): void + showNameChoose(): void handlePrivateUnzoom2():void ~ handleUnzoomTool1(event MouseEvent): void · showLosers(): void + setPattern(indexPattern int): void showName(): void handleUnzoomTool2(event MouseEvent): void setCustomPattern(pattern PatternCard, customCard boolean): void + showNameOther(): void handleUnzoomTool3(event MouseEvent): void + showOtherTime(playername String): void + showNameError(): void setConnection(connection ClientInterface): void ~ handleUpdatePattern2(event MouseEvent): void + showToolCards(toolCardList List<ToolCard>): void - showPrivateCard(private PrivateObjectiveCard): void setTokens(tokens int): void handleUpdatePattern3(event MouseEvent): void andleToolZoom4(): void + showPublicCard(publicList List<PublicObjectiveCard>): voi handleUpdatePattern4(event MouseEvent): void + showGrozingRequest(): void + showPatternList(patternCards List<PatternCard>): void nextButtonSelected(event ActionEvent): void handlePrivateUnzoom(): void showGrozingCommand(): void - showCustomCardPath(): void + setNameID2(): Strin reconnectButtonSelected(event ActionEvent): void handlePrivateZoom(): void nowEglomiseStart): void + showPattern(patternCard PatternCard): void skipButtonSelected(event ActionEvent): void · showEglomiseEnd): void getConnection(): ClientInterface + showOtherPattern(pattern PatternCard, name String): void exitButtonSelected(event ActionEvent): void - handlePublicUnzoom2(): void + showCopperFoilStart(): void + showOtherStartPattern(): void ~ getName(): String rollButtonSelected(event ActionEvent): void - handlePublicUnzoom3(): void showCopperFoilEnd(): void getPrivateCard(): PrivateObjectiveCard + showPatternUpdate(pattern PatternCard): void ~ setMainController(mainController GuiController): void - showLathekinStart(): void etToolList(): List<ToolCard> - showTokens(tokensNumber int): void setIndexPool(indexPool int): void - handlePublicZoom2(): voi + showLathekinEnd(): void getPublicCardList(): List<PublicObjectiveCard> + showStarScene(): void - setIndexTool(indexTool int): void - handlePublicZoom3(): voi ~ getPatternList(): List<PatternCard> + showCurrentRound(round int): void - setIndexPattern(indexPattern int): void aetPrivateCardSingle(): List<PrivateObjectiveCard> + showCurrentTurn(): void setIndexPatternStartOne(indexPatternStartOne int): void showLensCutterRequest(poolSize int, round List<Integer>): void + showOtherCurrentTurn(username String): void setIndexPatternEndOne(indexPatternEndOne int): void showLensCutterRound(round List<Integer>): void getPatternCurrent(): PatternCard + showRollCommand(): void setIndexPatternStartTwo(indexPatternStartTwo int): void · showLensCutterDice(round List<Integer>, roundIndex int): void etSelectedDifficulty(): Integer + showDraftPool(draftPool DraftPool): void setIndexPatternEndTwo(indexPatternEndTwo int): void ndleToolZoom2(): vo showFluxBrushRequest(poolSize int): void + showChooseComand(): void - setGuiState(state ViewState): void andleToolZoom3(): void showGlazingHammerRequest(): void etPatternID1(): PatternCard + showMoveComand(): void playButtonSelected(): voice - getDraftPool(): DraftPool howRunningPliersPool(poolSize int): void etPatternID2(): PatternCard + showIndexPoolComand(poolSize int): void setDraftPool(draftPool DraftPool): void loadButtonSelected(): void showRunningPliersEnd(): void etPatternID3(): PatternCard + showIndexPatternComand(): void getRoundTracker(): RoundTracker showCorkBackedPool(poolSize int): void + showToolComand(toolCards List<ToolCard>): void - showCorkBackedEnd(): void loadFilePrivate(): void showToolChoseComand(): void getNameID0(): String - setIncrease(increase int): void loadFilePrivateSingle(): void nowGrindingStoneRequest(poolSize int): void showToolCostComand(toolCost List<Integer>, indexTool int): void setIndexPosition(index int): void showFluxRemoverPool(color DiceColor, poolSize int): void + showRoundTracker(roundTracker RoundTrack): void setDiceValue(diceValue int): void loadFilePublicCard(): void showFluxRemoverValue(): void + showFinalRank(playerList List<Player>): void setNumberDice(numberDice int): void loadFilePatternCard(): void + showWinner(): void setRound(round int): void · showTapWheelStartOne(): void + showLosers(): void showTapWheelEndOne(): void + showTimer(): void setToolCost(): void + showOtherTime(playername String): void loadPanel(): void + showTapWheelEndTwo(): void - showToolCards(toolCardList List<ToolCard>): void loadPrivate(): void showBoard(roundTracker RoundTracker, draftPool DraftPool): void + showTokenError(): void loadPattern(): void - showInvalidMove(msg String): void nowNameChoose(): void + showGrozingRequest(): void - loadPublicCard(): void showName(): void + showGrozingCommand(): void loadToolCard(): void showPrivateSingle(publicList List<PrivateObjectiveCard>): void nowNameOther(): void + showEglomiseStart): void - showToolSingleComand(toolList List<ToolCard>, poolSize int): void updateToolCard(): void ard(patternCard PatternCard): void nowNameError(): void + showEglomiseEnd): void ardParser(patternCard PatternCard, gc GraphicsContext): void loadTokensNumber(): void · showToolSingleChoose(): void showPrivateCard(private PrivateObjectiveCard): void - showCopperFoilStart(): void loadOtherPattern(): void parseColor(i int, gc GraphicsContext): void · showToolSingleDice(): void pwPublicCard(publicList List<PublicObjectiveCard>): void + showCopperFoilEnd(): void - loadImage(fileName String): void eNum(constraintValue String, i int, gc GraphicsContext): void + showMatchError(): void pwPatternList(patternCards List<PatternCard>): void + showLathekinStart(): void - setFillColor(string String, gc GraphicsContext): void adDiceOnPattern(indexpattern int, fileName int): void showEndSinglePlayer(winner boolean, playerPoints int, gameThreshold int): void + showLathekinEnd(): void + showPattern(patternCard PatternCard): void removeDiceOnPattern(index int): void shoMaxPlayerLogin(): void + showLathekinStartTwo(): void - cleanDraftPool(): void showExitPlayer(playerName String): void nowOtherPattern(patternCard PatternCard, playerName String, ld int): void + showLathekinEndTwo(): void unvisibleDraftPool(size int): void showReconnectPlayer(playerName String): void + showLensCutterRequest(poolSize int, round List<Integer>): void showPatternUpdate(patternCard PatternCard): void - disableRoundTracker(): void Tokens(tokensNumber int): void - showLensCutterRound(round List<Integer>): void - enableRoundTracker(): void + showReload(currPlayer Player, singlePlayer boolean, gameStarted boolean, showStartScene(): void + showLensCutterDice(round List<Integer>, roundIndex int): void disableOtherPattern(): void toolList List<ToolCard>, publicCardList List<PublicObjectiveCard>, **EndGameScene** + showFluxBrushRequest(poolSize int): void - enableOtherPattern(): void showCurrentTurn(): void wGlazingHammerRequest(): void OtherCurrentTurn(username String): void - showRunningPliersPool(poolSize int): void winnerSingle: boolean + showRunningPliersEnd(): void showDraftPool(draftPool DraftPool): void + showCorkBackedPool(poolSize int): void gameThreshold: int showChooseCommand(): void - showCorkBackedEnd(): void - disablePrivate(): void + showGrindingStoneRequest(poolSize int): void nowMoveCommand(poolSize int): void enablePrivate(): void - playerList: List<Player> «Interface» **Runnable** + showFluxRemoverPool(color DiceColor, poolSize int): void showIndexPoolCommand(poolSize int): void + showFluxRemoverValue(): void showIndexPatternCommand(): void - enablePublic(): void nowToolComand(toolCards List<ToolCard>): void - setPlayerPoints(playerPoints int): void + showTapWheelNumber(): void - disableTool(): void etGameThreshold(gameThreshold int): vo. + showTapWheelStartOne(): void showToolChooseCommand(): void enableTool(): void ~ setSinglePlayer(singlePlayer boolean): void showTapWheelEndOne(): void showToolCostCommand(toolCost List<Integer>, indexTool int): void updateRound(round int): void showRoundTracker(roundTracker RoundTracker): void setWinnerSingle(winnerSingle boolean); void + showTapWheelStarTwo(): void ~ updateTurn(): void # setPlayerList(playerList List<Player>): void + showTapWheelEndTwo(): void showFinalRank(playerList List<Player>, ended boolean): void updateOtherTurn(name String): void + showBoard(roundTracker RoundTracker, draftPool DraftPool): void + setFinish(finish boolean): void ~ textRoolMsg(): void ~ updateDraftPool(draftPool DraftPool): void showLosers(): void + showInvalidMove(msg String): void - showDifficultyRequest(): void showTimer(): void setToken(token int): void showOtherTimer(playerName String): void + showPrivateSingle(publicList List<PrivateObjectiveCard>): void updatePattern(patternCard PatternCard): void showToolCards(toolCardList List<ToolCard>): void + showToolSingleComand(toolList List<ToolCard>, poolSize int): void updateCost(tooIndex int): void showTokenError(): void + showToolSingleChoose(): void updateRoundTracker(roundTracker RoundTracker): void showGrozingRequest(): void + showToolSingleDice(): void **PatternCardBox** ~ textChooseMsg(): void showGrozingCommand(): void + showMatchError(): void errorStateDice(): void showEndSinglePlayer(winner boolean, playerPoints int, gameThreshold int): void + showEglomiseStart): void patternCard : PatternCard textMoveMsg(): void + shoMaxPlayerLogin(): void showEglomiseEnd): void fileStream: FlleInputStream errorStateTool(): void showCopperFoilStart(): void + showExitPlayer(playerName String): void toolMoveMsg(): void + showReconnectPlayer(playerName String): void + showNotPermittedReconnection(): void + showCopperFoilEnd(): void ~ endTimer(): void showLathekinStart(): void ~ endOtherTimer(playerName String): void - setPatternCard(patternCard PatternCard): void - showReload(currPlayer Player, singlePlayer boolean, gameStarted boolean, showLathekinEnd(): void showRank(playerList List<Player>, ended boolean): void displayOtherpattern(name String): void + showLathekinStartTwo(): void toolList List<ToolCard>, publicCardList List<PublicObjectiveCard>, ~ textGrozingMsg(): void showLathekinEndTwo(): void playerList List<Player>): void ~ textEglomiseMsg(): void showLensCutterRequest(poolSize int, round List<Integer>): void textCopperFoilMsg(): void loadDice(indexPattern int): void showLensCutterRound(round List<Integer>): void ~ textLathekinMsg(): void showLensCutterDice(round List<Integer>, roundIndex int): void ~ textLensCutterMsg(): void + showFluxBrushRequest(poolSize int): void ~ textFluxBrushMsg(): void showGlazingHammerRequest(): void ~ textGlazingHammerMsg(): void nowRunningPliersPool(poolSize int): void ~ textRunningPliersMsg(): void showRunningPliersEnd(): void textCorkBackedMsg(): void ToolCardRequest showCorkBackedPool(poolSize int): void textGrindingStoneMsg(): void + showCorkBackedEnd(): void textFluxRemoverMsg(color DlceColor): void showGrindingStoneRequest(poolSize int): void textTapWheelMsg(): void showFluxRemoverPool(color DiceColor, poolSize int): void ~ textTapWheelFirstDice(): void - board: BoardController + showFluxRemoverValue(): void ~ textTapWheelSecondDice(): void vindow: Stage showTapWheelNumber(): void ~ textToolSinglePlayerMsg(): void ~ errorMatchDice(): void nowTapWheelStartOne(): void showTapWheelEndOne(): void ClientCli showTapWheelStarTwo(): void nowTapWheelEndTwo(): void SocketPort: int logMsg: String showBoard(roundTracker RoundTracker, draftPool DraftPool): void showInvalidMove(msg String): void RoundTrackerBox - serverSocket: SocketHandler showDifficultyRequest(): void setToolNumber(n int): void - serverRmi: RmiHandler board: BoardController showPrivateSingle(publicList List<PrivateObjectiveCard>): void + setColor(color DiceColor): void - connectionType: String showToolSingleComand(toolList List<ToolCard>, poolSize int): void +setTool11(tool11 int): void - window: Stage - fileStream: FlleInputStream showToolSingleChoose(): void setBoard(board BoarController): void showToolSingleDice(): void outtonSelected(): void log: LoggerlogMsg: String ~ handleTool1(): void showEndSinglePlayer(winner boolean, playerPoints int, gameThreshold int): void handleToolEleven(): void + ClientCli(connectionType String) + shoMaxPlayerLogin(): void andleTool12(): void showExitPlayer(playerName String): void - setMainController(mainController GuiController): void + initialize(): void + display(): void showReconnectPlayer(playerName String): void ~ setBoxRound(round int): void showNotPermittedReconnection(): void showReload(currPlayer Player, singlePlayer boolean, gameStarted boolean, ~ selectMethod(): void ~ selectedDice(): void + initialize(): void toolList List<ToolCard>, publicCardList List<PublicObjectiveCard>, playerList List<Player>): void patternScene(): void oardScene(): void - loadDice(): void





