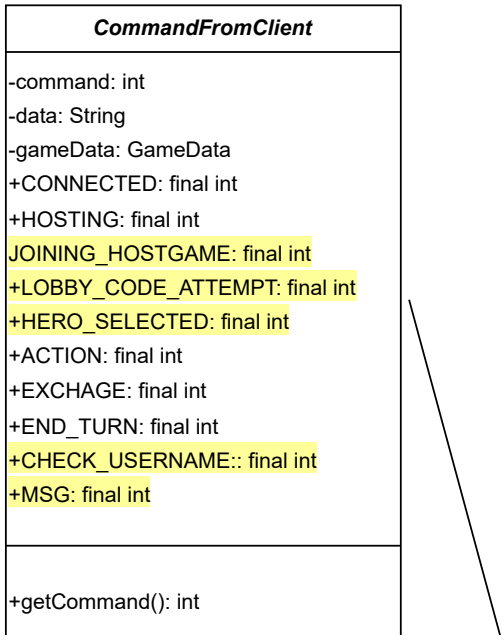
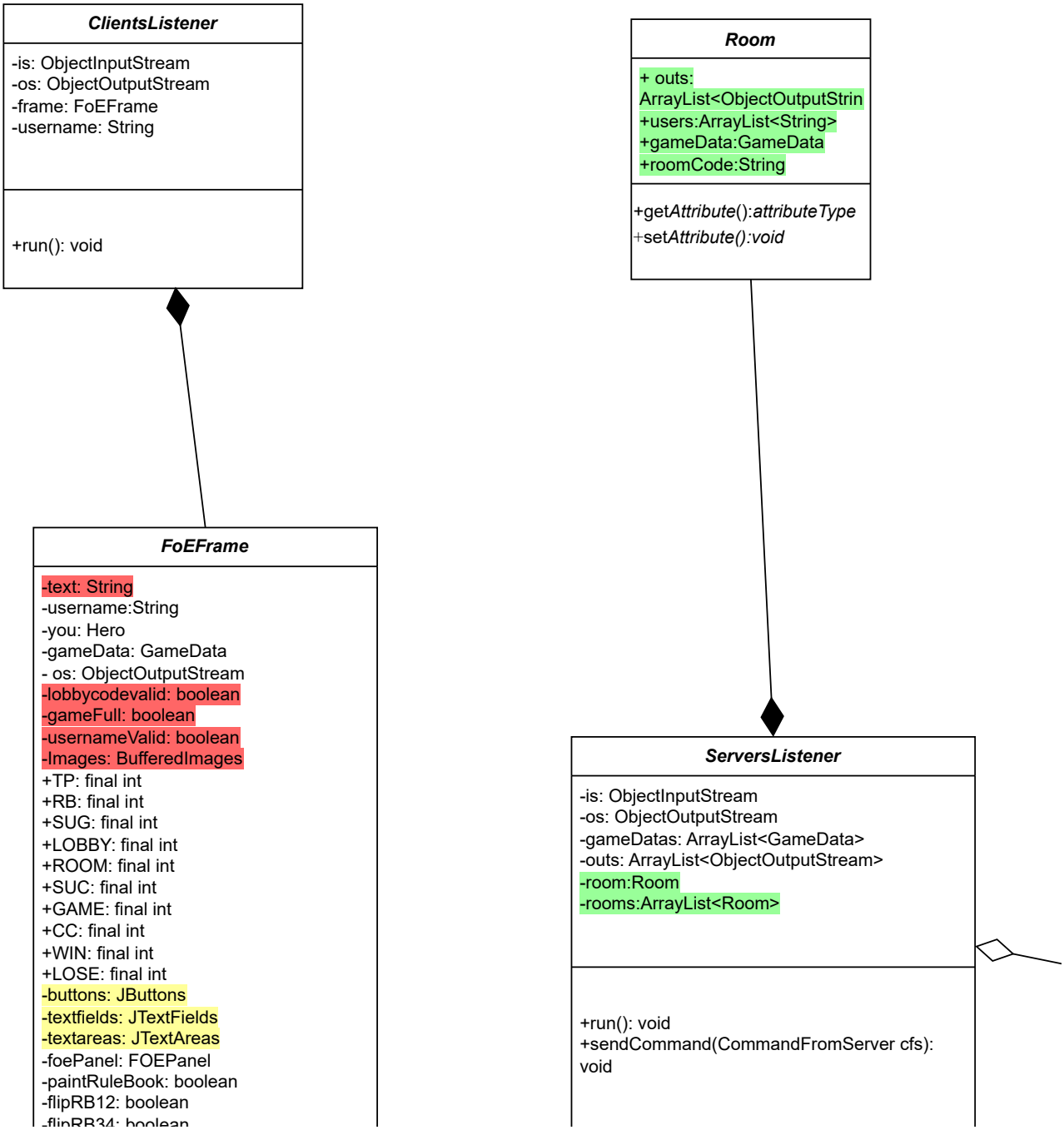
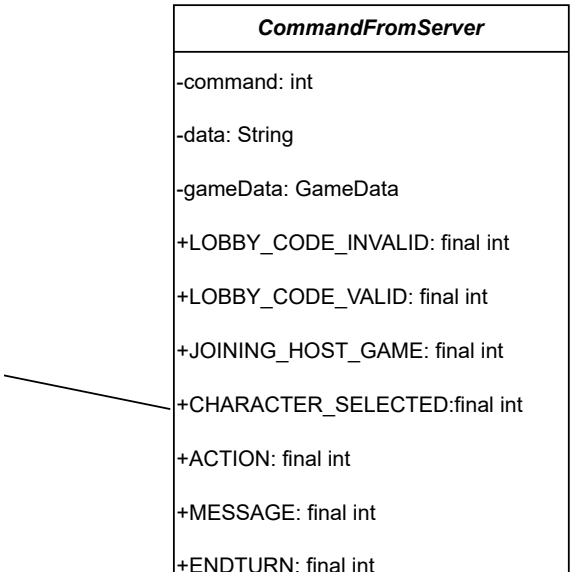
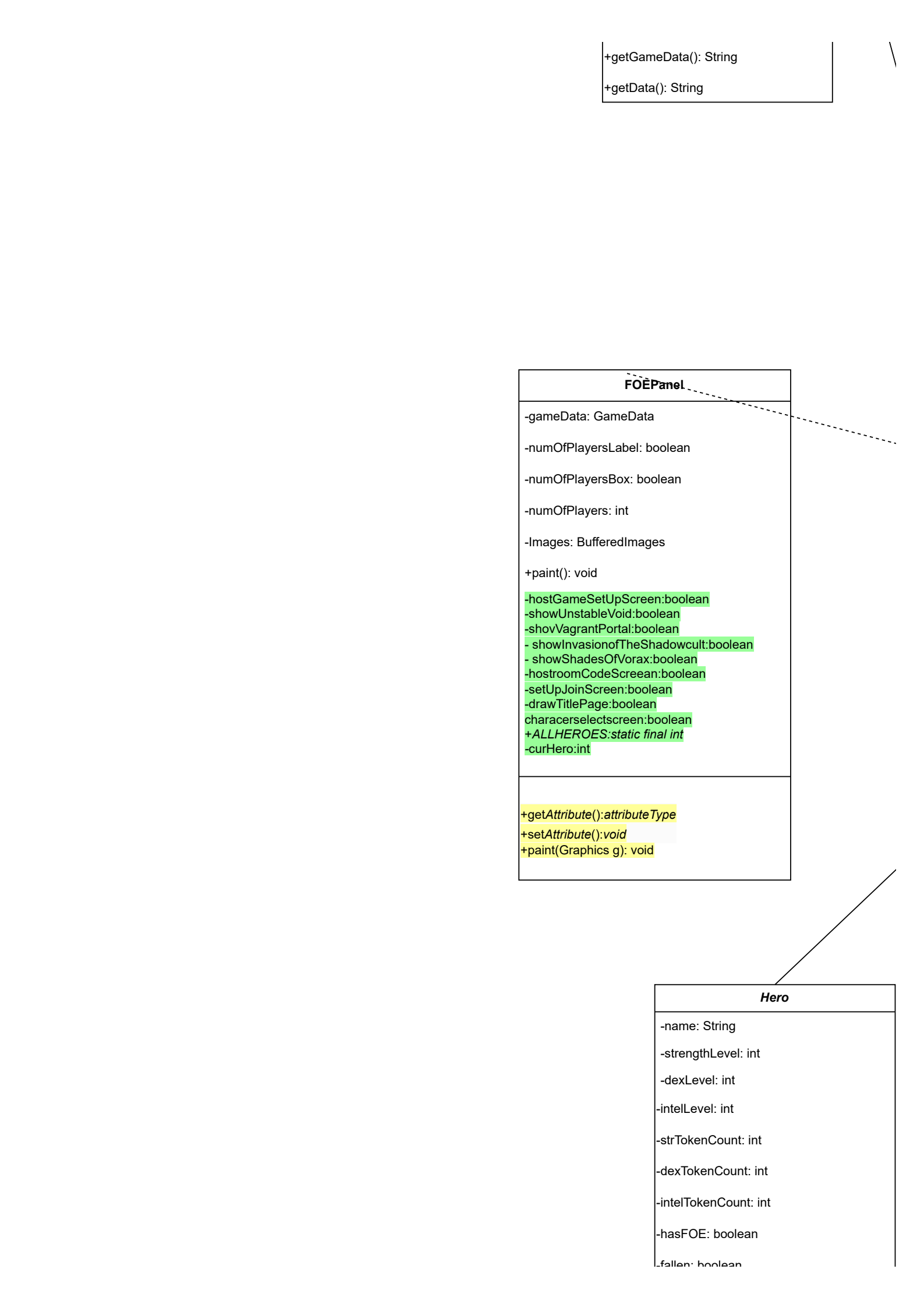
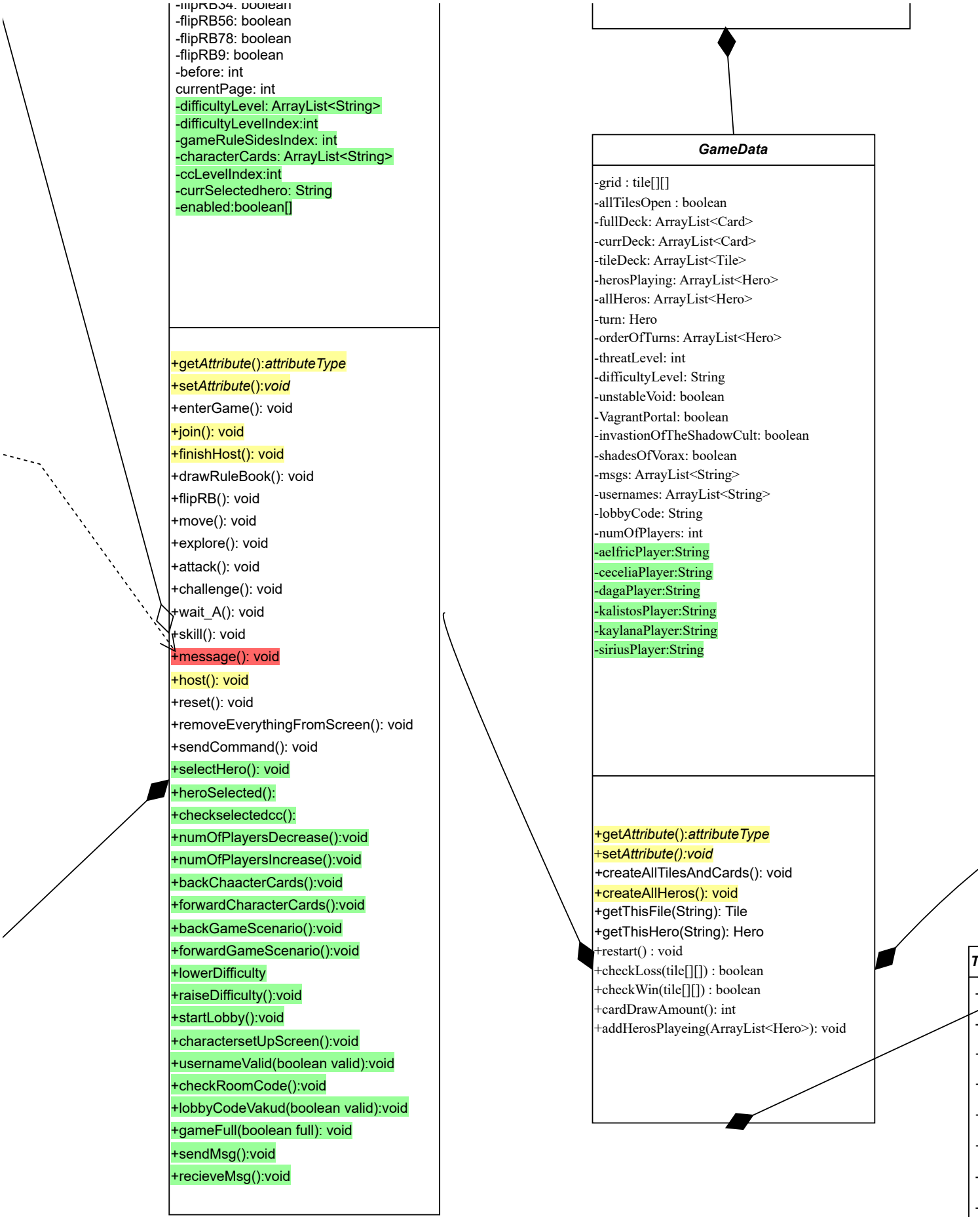
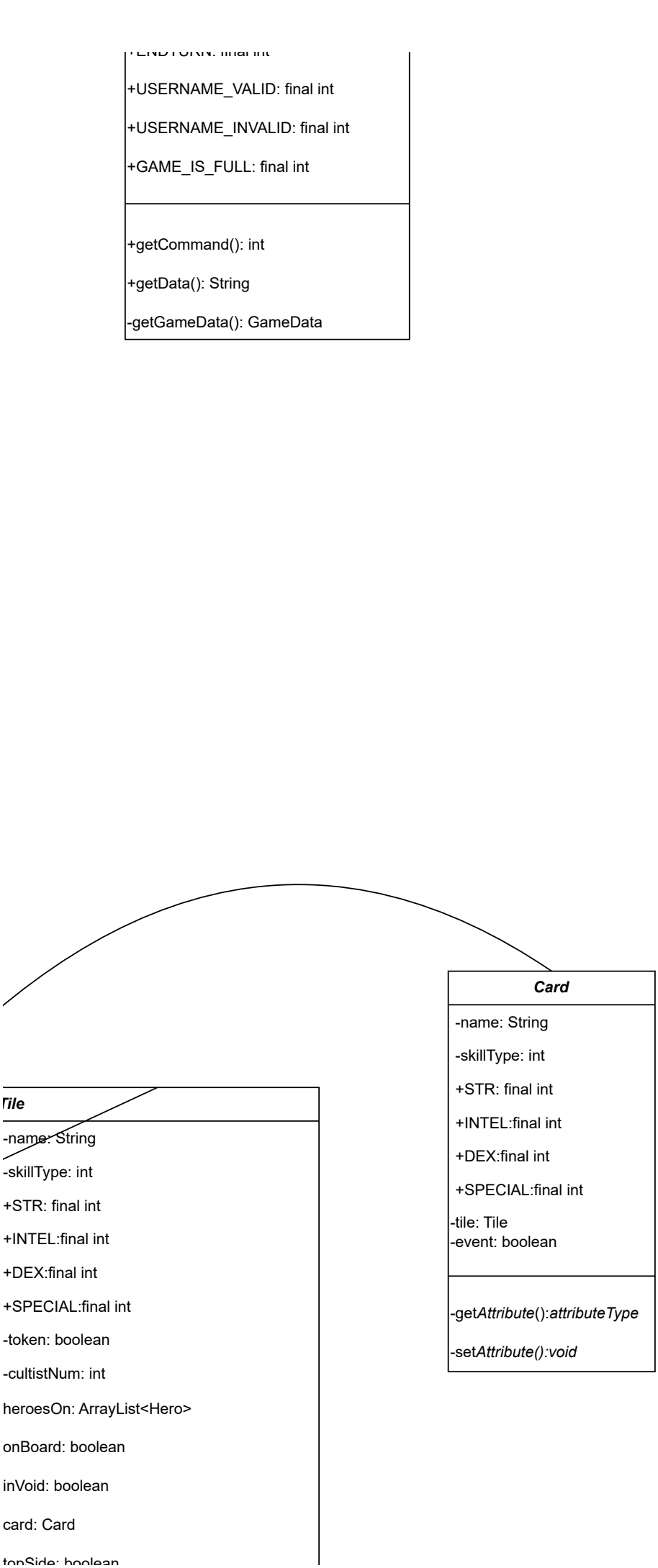

CommandFromClient
-command: int
-data: String
-gameData: GameData
+CONNECTED: final int
+HOSTING: final int
JOINING_HOSTGAME: final int
+LOBBY_CODE_ATTEMPT: final int
+HERO_SELECTED: final int
+ACTION: final int
+EXCHAGE: final int
+END_TURN: final int
+CHECK_USERNAME:: final int
+MSG: final int
+getCommand(): int

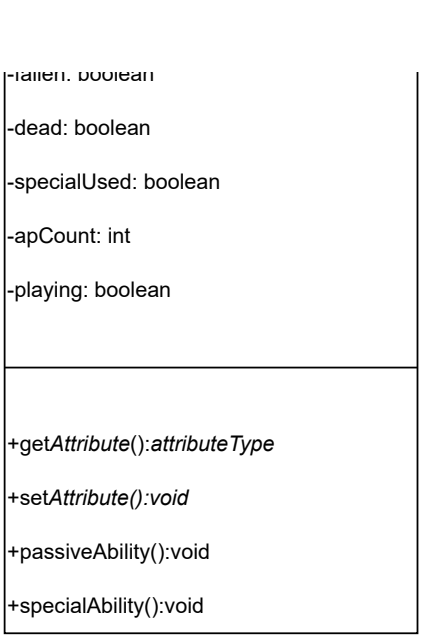

ClientsListener
-is: ObjectInputStream
-os: ObjectOutputStream
-frame: FoEFrame
-username: String
+run(): void
Room
+ outs: ArrayList<ObjectOutputStrin
+users:ArrayList<String>
+gameData:GameData
+roomCode:String
+getAttribute():attributeType
+setAttribute():void
FoEFrame
-text: String
-username:String
-you: Hero
-gameData: GameData
- os: ObjectOutputStream
-lobbycodevalid: boolean
-gameFull: boolean
-usernameValid: boolean
-Images: BufferedImages
+TP: final int
+RB: final int
+SUG: final int
+LOBBY: final int
+ROOM: final int
+SUC: final int
+GAME: final int
+CC: final int
+WIN: final int
+LOSE: final int
-buttons: JButtons
-textfields: JTextFields
-textareas: JTextAreas
-foePanel: FOEPanel
-paintRuleBook: boolean
-flipRB12: boolean
ServersListener
-is: ObjectInputStream
-os: ObjectOutputStream
-gameDatas: ArrayList<GameData>
-outs: ArrayList<ObjectOutputStream>
-room:Room
-rooms:ArrayList<Room>
+run(): void
+sendCommand(CommandFromServer cfs):
void


CommandFromServer
-command: int
-data: String
-gameData: GameData
+LOBBY_CODE_INVALID: final int
+LOBBY_CODE_VALID: final int
+JOINING_HOST_GAME: final int
+CHARACTER_SELECTED:final int
+ACTION: final int
+MESSAGE: final int
+ENDTURN: final int


+getGameData(): String
+getData(): String
FOEPanel
-gameData: GameData
-numOfPlayersLabel: boolean
-numOfPlayersBox: boolean
-numOfPlayers: int
-Images: BufferedImages
+paint(): void
-hostGameSetUpScreen:boolean
-showUnstableVoid:boolean
-shovVagrantPortal:boolean
- showInvasionofTheShadowcult:boolean
- showShadesOfVorax:boolean
-hostroomCodeScreean:boolean
-setUpJoinScreen:boolean
-drawTitlePage:boolean
characerselectscreen:boolean
+ALLHEROES:static final int
-curHero:int
+getAttribute():attributeType
+setAttribute():void
+paint(Graphics g): void
Hero
-name: String
-strengthLevel: int
-dexLevel: int
-intelLevel: int
-strTokenCount: int
-dexTokenCount: int
-intelTokenCount: int
-hasFOE: boolean
-fallen: boolean


-flipRB34: boolean
-flipRB56: boolean
-flipRB78: boolean
-flipRB9: boolean
-before: int
currentPage: int
-difficultyLevel: ArrayList<String>
-difficultyLevelIndex:int
-gameRuleSidesIndex: int
-characterCards: ArrayList<String>
-ccLevelIndex:int
-currSelectedhero: String
-enabled:boolean[]
+getAttribute():attributeType
+setAttribute():void
+enterGame(): void
+join(): void
+finishHost(): void
+drawRuleBook(): void
+flipRB(): void
+move(): void
+explore(): void
+attack(): void
+challenge(): void
+wait_A(): void
+skill(): void
+message(): void
+host(): void
+reset(): void
+removeEverythingFromScreen(): void
+sendCommand(): void
+selectHero(): void
+heroSelected():
+checkselectedcc():
+numOfPlayersDecrease():void
+numOfPlayersIncrease():void
+backChaacterCards():void
+forwardCharacterCards():void
+backGameScenario():void
+forwardGameScenario():void
+lowerDifficulty
+raiseDifficulty():void
+startLobby():void
+charactersetUpScreen():void
+usernameValid(boolean valid):void
+checkRoomCode():void
+lobbyCodeVakud(boolean valid):void
+gameFull(boolean full): void
+sendMsg():void
+recieveMsg():void
GameData
-grid : tile[][]
-allTilesOpen : boolean
-fullDeck: ArrayList<Card>
-currDeck: ArrayList<Card>
-tileDeck: ArrayList<Tile>
-herosPlaying: ArrayList<Hero>
-allHeros: ArrayList<Hero>
-turn: Hero
-orderOfTurns: ArrayList<Hero>
-threatLevel: int
-difficultyLevel: String
-unstableVoid: boolean
-VagrantPortal: boolean
-invastionOfTheShadowCult: boolean
-shadesOfVorax: boolean
-msgs: ArrayList<String>
-usernames: ArrayList<String>
-lobbyCode: String
-numOfPlayers: int
-aelfricPlayer:String
-ceceliaPlayer:String
-dagaPlayer:String
-kalistosPlayer:String
-kaylanaPlayer:String
-siriusPlayer:String
+getAttribute():attributeType
+setAttribute():void
+createAllTilesAndCards(): void
+createAllHeros(): void
+getThisFile(String): Tile
+getThisHero(String): Hero
+restart() : void
+checkLoss(tile[][]) : boolean
+checkWin(tile[][]) : boolean
+cardDrawAmount(): int
+addHerosPlayeing(ArrayList<Hero>): void


+USERNAME_VALID: final int
+USERNAME_INVALID: final int
+GAME_IS_FULL: final int
+getCommand(): int
+getData(): String
-getGameData(): GameData
Card
-name: String
-skillType: int
+STR: final int
+INTEL:final int
+DEX:final int
+SPECIAL:final int
-tile: Tile
-event: boolean
-getAttribute():attributeType
-setAttribute():void
-name: String
-skillType: int
+STR: final int
+INTEL:final int
+DEX:final int
+SPECIAL:final int
-token: boolean
-cultistNum: int
heroesOn: ArrayList<Hero>
onBoard: boolean
inVoid: boolean
card: Card


-fallen: boolean
-dead: boolean
-specialUsed: boolean
-apCount: int
-playing: boolean
+getAttribute():attributeType
+setAttribute():void
+passiveAbility():void
+specialAbility():void

-
-
-
-
+
+
+
+

topSide: boolean

bottomSide: boolean

leftSide: boolean

rightSide: boolean

-get*Attribute*(): *attributeType*

-set*Attribute*(in x: *attributeType*): void

-rotateLeft(): void

-rotateRight(): void