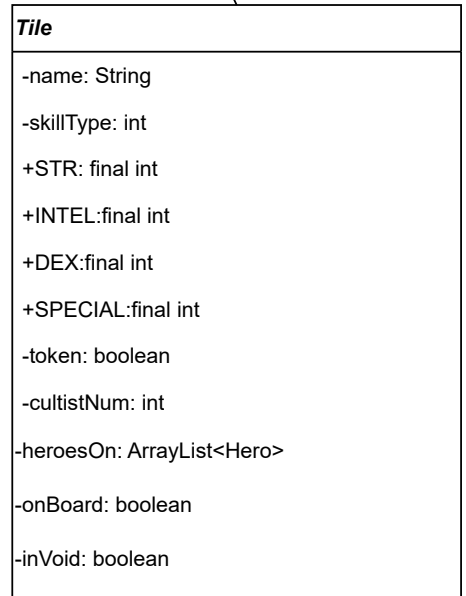
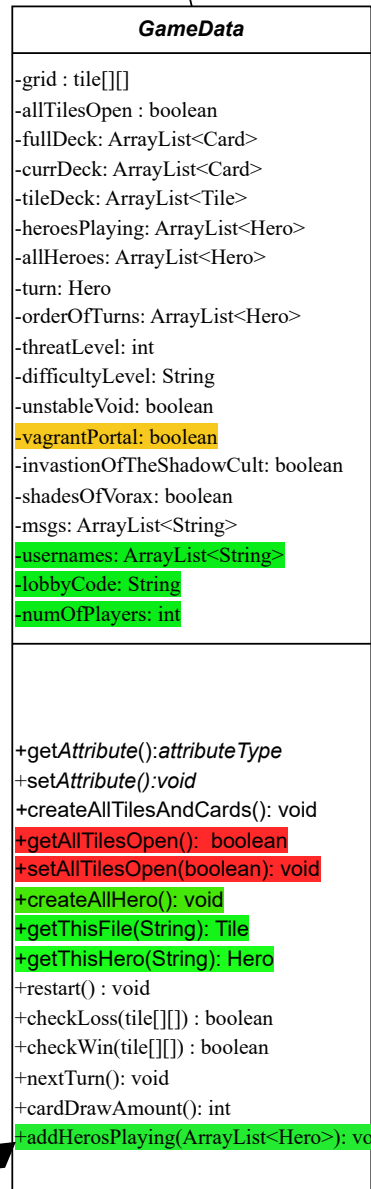
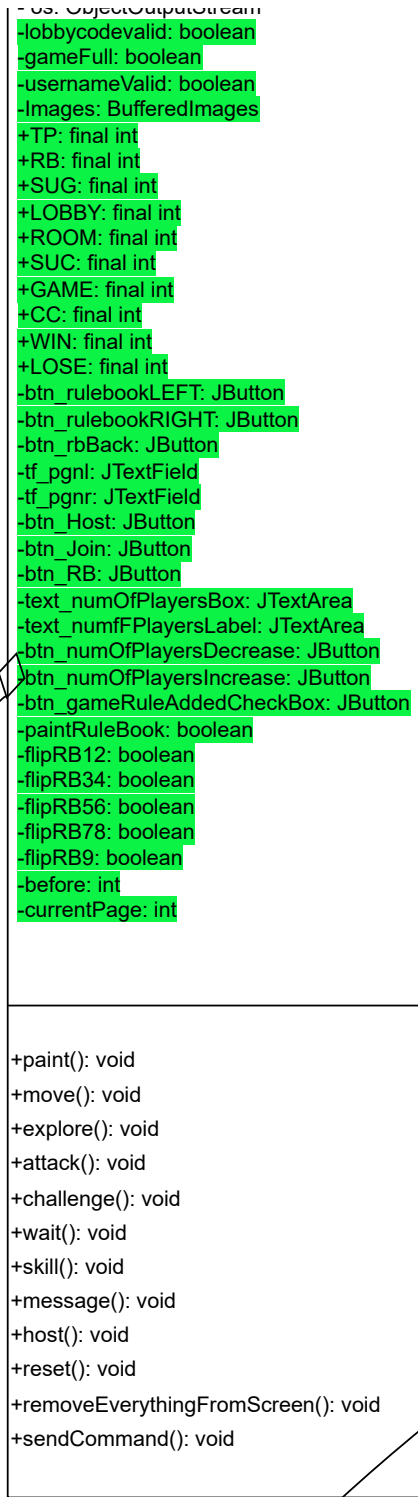
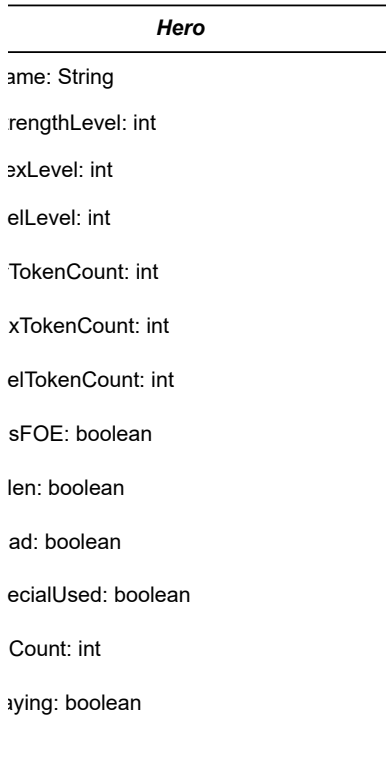
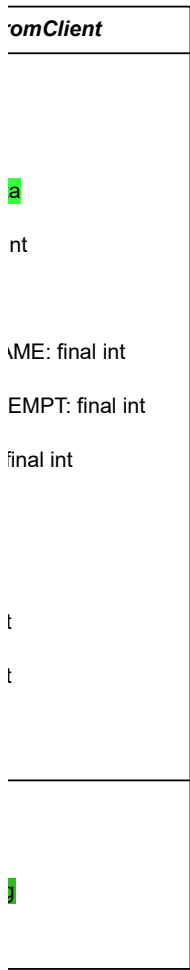
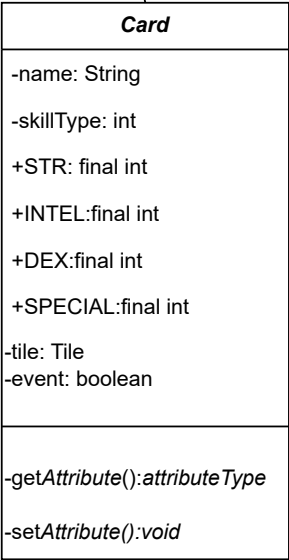
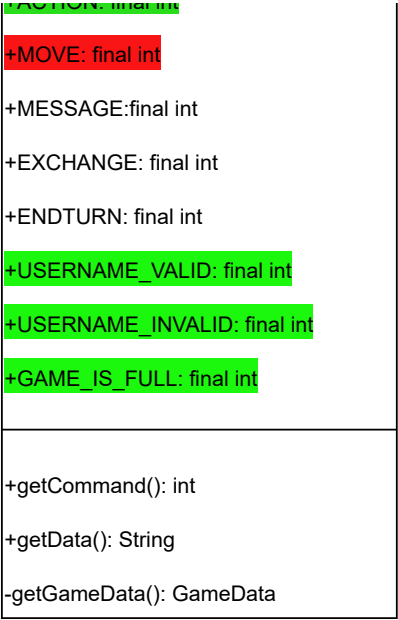


CommandFromServer
-command: int
-data: String
-gameData: GameData
+LOBBY_CODE_INVALID: final int
+LOBBY_CODE_VALID: final int
+JOINING_HOST_GAME: final int
+LOBBY_CODE_ATTEMPT: final int
+HERO_SELECTED: final int
+CHARACTER_SELECTED: final int
+ACTION: final int

CommandFrame
-command: int
-data: String
-gameData: GameData
+CONNECTED: final int
+HOSTING: final int
+JOINING_HOST_GAME
+LOBBY_CODE_AVAILABLE
+HERO_SELECTED: final int
+ACTION: final int
+MOVE: final int
+MESSAGE(): final int
+EXCHANGE: final int
+ENDTURN: final int
+getCommand(): int
getGameData(): String
+getData(): String

-name
-status
-description
-intelligence
-strength
-defense
-intelligence
-has
-fall
-defense
-special
-ap
-plan





+ge

+se

+pa

+sp

<i>»tAttribute():attributeType</i>
<i>»tAttribute():void</i>
<i>»ssiveAbility():void</i>
<i>»ecialAbility():void</i>

FOEPanel

<i>-card: Card</i>
<i>-topSide: boolean</i>
<i>-bottomSide: boolean</i>
<i>-leftSide: boolean</i>
<i>-rightSide: boolean</i>
<i>+getAttribute(): attributeType</i>
<i>+setAttribute(in x: attributeType): void</i>
<i>+rotateLeft(): void</i>
<i>+rotateRight(): void</i>

