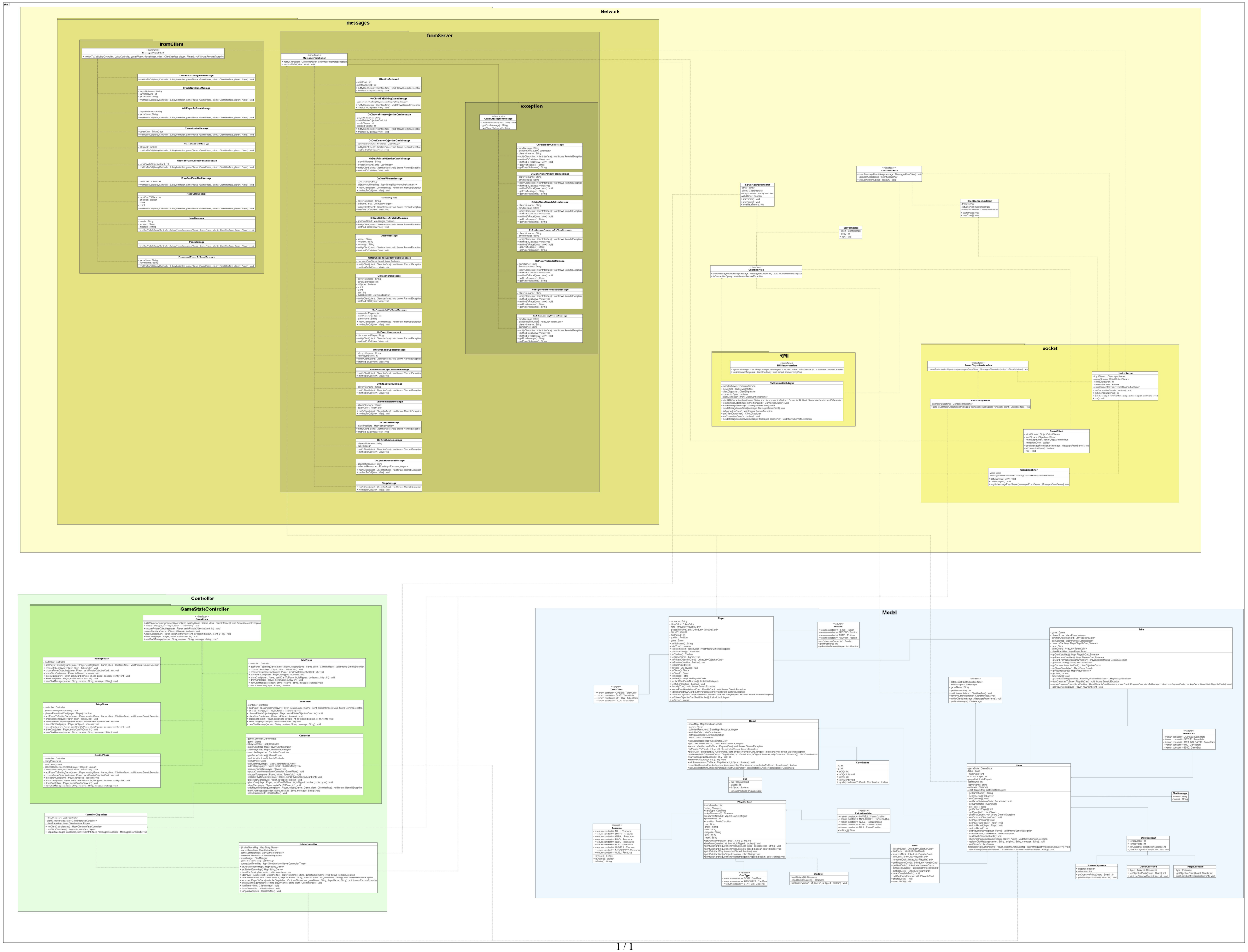
Network
messages
fromClient
fromServer
exception
RMI
socket
Controller
GameStateController
Model