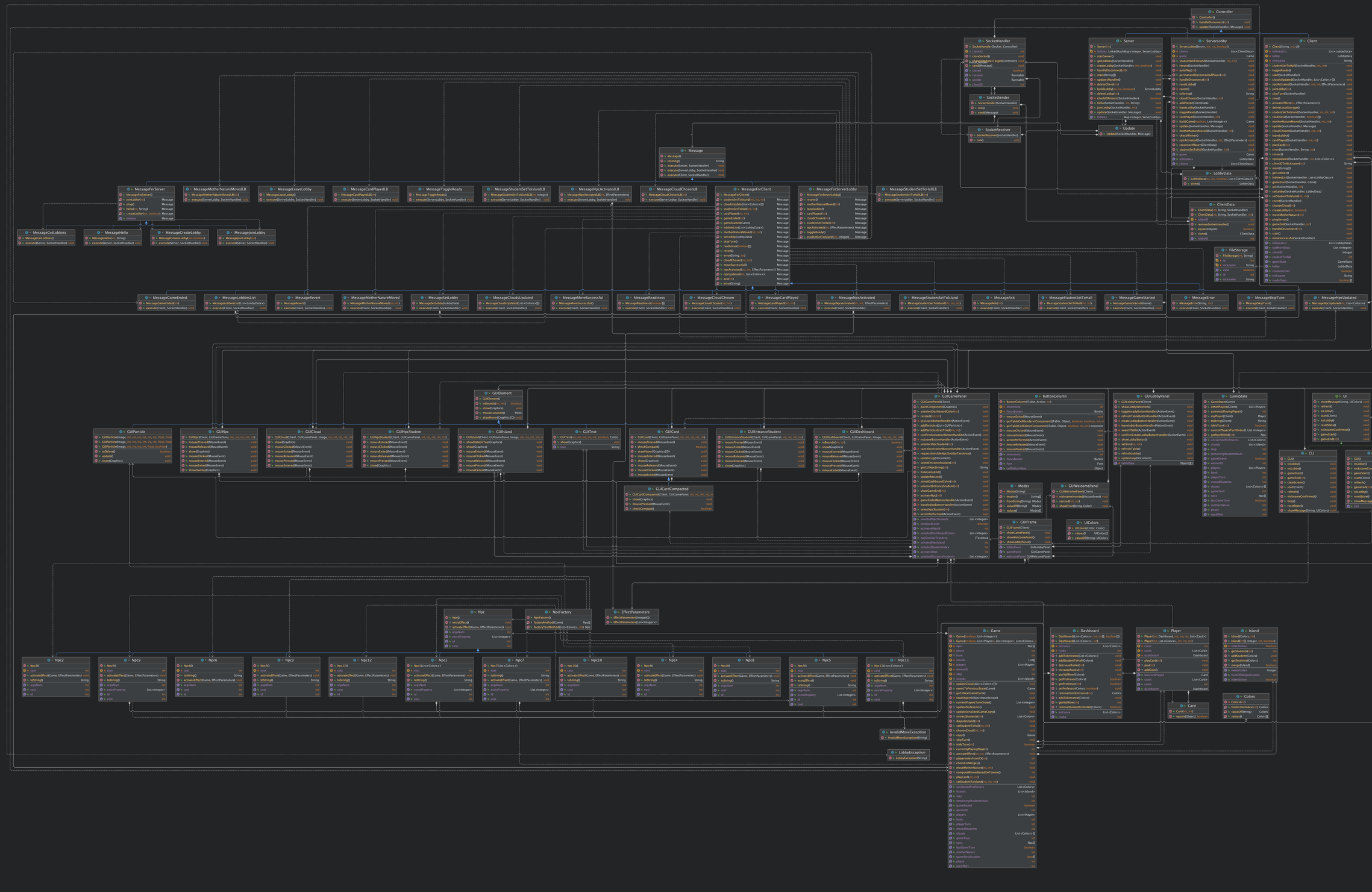
Controller
SocketHandler
Server
ServerLobby
Client
SocketSender
SocketReceiver
Update
Message
MessageForServer
MessageMotherNatureMovedLB
MessageLeaveLobby
MessageCardPlayedLB
MessageToggleReady
MessageStudentSetToIslandLB
MessageNpcActivatedLB
MessageCloudChosenLB
MessageForClient
MessageForServerLobby
MessageStudentSetToHallLB
MessageGetLobbies
MessageHello
MessageCreateLobby
MessageJoinLobby
LobbyData
ClientData
FileStorage
MessageGameEnded
MessageLobbiesList
MessageRevert
MessageMotherNatureMoved
MessageSetLobby
MessageCloudsUpdated
MessageMoveSuccessful
MessageReadiness
MessageCloudChosen
MessageCardPlayed
MessageNpcActivated
MessageStudentSetToIsland
MessageAck
MessageStudentSetToHall
MessageGameStarted
MessageError
MessageSkipTurn
MessageNpcUpdated
GUIElement
GUIParticle
GUINpc
GUICloud
GUINpcStudent
GUIIsland
GUIText
GUICard
GUIEntranceStudent
GUIDashboard
GUICardCompacted
GUIGamePanel
ButtonColumn
GUILobbyPanel
GameState
UI
CLI
GUI
Modes
GUIWelcomePanel
GUIFrame
UIColors
Npc
NpcFactory
EffectParameters
Npc2
Npc9
Npc6
Npc3
Npc12
Npc1
Npc7
Npc10
Npc4
Npc8
Npc5
Npc11
Game
Dashboard
Player
Island
Card
Colors
InvalidMoveException
LobbyException