**Input/output**

**Package:** BoardMechanics

**Input:**

Input from the player in Attack.

Input from the player in Board.

**Output:**

Attack from player in board to ClientGUI

**Package:** Client

**Input:**

Input from the player in GameClient

**Output:**

**Package:** Server

**Input:**

Input from the Admin in GameServer

Input from the Admin in Game

**Output:**

**Package:** OCSF

**Input:**

Input from GameClient to AbstractCleint in OCSF

Input from GameServer to abstractServer in OCSF

**Output:**