**Input/output**

**Package:** BoardMechanics

**Input:**

* Input from the Player in Attack.
* Input from the Player in Board.
* Input from the Player in ClientController
* Input from the Server in GameServer

**Output:**

* Game information from Board sent to Server

**Package:** Client

**Input:**

* Input from Player in ClientGUI
* Input from the game in Board
* Game information from GameServer

**Output:**

* Network information sent from GameClient to OSCF
* Game information sent from GameClient to BoardMechanics
* Game information sent from GameClient to Server

**Package:** Server

**Input:**

* Input from the Admin in GameServer
* Input from the Admin in ServerGUI
* Input from the Player in GameClient
* Information about the board from GameClient

**Output:**

* Game information from Game sent to Client
* Game information from Game sent to BoardMechanics

**Package:** OCSF

**Input:**

* Input from server in ServerController
* Input from Player in GameClient

**Output:**

* Network information from ServerGUI sent to OSCF
* Network information from GameClient sent to OSCF