Thread Scoring::Frame GameMachine:: firstChance: int ConnectionThread secondChance: int run(): void thirdChance: int -scoreChart / Scoring lastPlay: int = 0nextPlay: int = 0scoreChart: Frame ([]) = new Frame[11] getLastPlay(): int getNextPlay(): int getPinsFelled(int): int getScoreFrame(int): int getTotalScore(): int latestScoredFrame(): int makePlay(int): boolean restartScoring(): void Scoring() -scores/ Player name: String scores: Scoring getName(): String getScoreBoard(): Scoring makePlay(int): boolean Player(String) setName(String): void +player1 +player2

GameMachine

- backgroundSprite: Sprite
- backgroundTexture: Texture
- ballType: int
- connectedPlayer1: boolean
- connectionTime: float
- gameIsOver: boolean
- gameServer: Server image: ImagePontuation
- initial: boolean
- is2Players: boolean
- isPlayer1Turn: boolean
- launching: boolean
- numberPinsDown: int
- player1: Player
- player1Image: Texture
- player1ImageSprite: Sprite
- player1Not: Texture
- player1NotSprite: Sprite
- player2: Player
- player2Image: Texture
- player2ImageSprite: Sprite
- player2Not: Texture
- player2NotSprite: Sprite
- QRimage: Sprite
- restartPins: boolean
- soundGameOver: Sound
- soundSpare: Sound
- soundStrike: Sound spawnTimer: float
- spriteBatch: SpriteBatch
- timerToEnd: float
- timeToEnd: float = 30f {readOnly}
- timeToSpawn: float = 6f {readOnly}
- waitingPlayer: boolean
- checkAndPlaySound(int, int): void
- checkInitialConnection(float): boolean
- computerPlay(GameWindow): void
- configSpawnTime(float): void
- configTimerToEnd(): void
- disposePlayerImages(): void
- firstSquare(int): String
- GameMachine()
- getPlayerPlay(GameWindow, boolean): void
- loadImages(): void
- newPlay(): void
- notifyPlayer(Boolean[]): void
- numberPinsDown(Boolean[]): int
- secondSquare(int, int): String
- sendPoints(boolean): void
- setNameOfPlayer(int): void setPlayerName(int, String): void
- waitPlayer(int): void
- writeToImage(): void
- writeToImageFinal(): void