queue
<<Java Class>>
queue
(default package)

- △ dir: int
- △ x: int
- △ y: int

- ● queue(int,int,int)

MonsterThread
<<Java Class>>
MonsterThread
(default package)

- ○ soc: Socket
- ○ player: int
- ○ monster: int
- ○ newX: int
- ○ newY: int
- ○ players: int
- ○ isPlayer: boolean
- ○S positions: int[][]
- ○S oldPositions: int[][]
- ○S connectedPlayers: int
- ○S deadCount: int
- △ in: BufferedReader
- △ brin: BufferedReader
- △ out: PrintWriter
- △ brout: PrintWriter
- ○ mapArray: int[][]
- ○ mode: int

- ● MonsterThread(MonsterServer,int)
- ● run():void
- ● isDead(int):boolean
- ● broadcast(String):void
- ● move():void
- ● calculateShortestPath():int
- ● reachedPlayerYet(int,int):boolean
- ● refreshGrid():void
- ● initializeGrid():void
- ● atePlayer():void

PlayerThread
<<Java Class>>
PlayerThread
(default package)

- ○ soc: Socket
- ○ player: int
- ○ monster: int
- ○ newX: int
- ○ newY: int
- ○ players: int
- ○ isPlayer: boolean
- ○S positions: int[][]
- ○S oldPositions: int[][]
- ○S connectedPlayers: int
- ○S deadCount: int
- △ in: BufferedReader
- △ brin: BufferedReader
- △ out: PrintWriter
- △ brout: PrintWriter
- ○ mapArray: int[][]
- ○ mode: int

- ● PlayerThread(MonsterServer,Socket,int,int,int)
- ● run():void
- ● initializePlayerPositions():void
- ● hasWon():boolean
- ● isDead(int):boolean
- ● isEmpty(int,int):boolean
- ● getRequest():void
- ● broadcast(String):void
- ● move():void
- ● loadPlayersPositions():void
- ● checkOthersPositions():void
- ● isValid(int,int):boolean

ImageUtil
<<Java Class>>
ImageUtil
(default package)

- ●C ImageUtil()
- ●S loadImage(String):BufferedImage
- ●S saveImage(BufferedImage,String):void
- ●S loadTranslucentImage(String,float):BufferedImage
- ●S makeColorTransparent(String,Color):BufferedImage
- ●S horizontalflip(BufferedImage):BufferedImage
- ●S verticalflip(BufferedImage):BufferedImage
- ●S rotate(BufferedImage,int):BufferedImage
- ●S resize(BufferedImage,int,int):BufferedImage
- ●S splitImage(BufferedImage,int,int):BufferedImage[]

ClientGUI
<<Java Class>>
ClientGUI
(default package)

- △ chances: int
- ○ x1: int
- ○ y1: int
- ○ px1: int
- ○ py1: int
- ○ positions: int[][]
- ○ client: Socket
- ○ in: BufferedReader
- ○ out: PrintWriter

- ●C ClientGUI()
- ● startConection():void
- ● setPlayer():void
- ● inttopix(int):int
- ● receivePositions():void
- ● setPanels():void
- ● startListeningThread():void
- ● handleUpdate(String):void
- ● toStringRequest(int,int):String
- ● keyTyped(KeyEvent):void
- ● keyPressed(KeyEvent):void
- ● keyReleased(KeyEvent):void
- ●S main(String[]):void

MonsterServer
<<Java Class>>
MonsterServer
(default package)

- ○ player: Socket[]
- ○ playerThread: Thread[]
- ○ monster: Thread
- ○ playerCount: int
- ○ playerPos: int[]
- △ playerListener: ServerSocket
- △ level: int

- ● MonsterServer()
- ●S main(String[]):void
- ● addPlayer(int):void

JImagePanel
<<Java Class>>
JImagePanel
(default package)

- △ x: int
- △ y: int

- ● JImagePanel(BufferedImage,int,int)
- ◇ paintComponent(Graphics):void

ClientListener
<<Java Class>>
ClientListener
(default package)

- △ in: BufferedReader
- △ out: PrintWriter

- ● ClientListener(ClientGUI,Socket)

+mon 0..1

+mon 0..1

-dpanel 0..*

+cl 0..1