WelcomePanel

- greeting: JLabel

+ WelcomePanel()
+ toString(): String

ClanPanel

- Stark, Targaryen, Lannister, Greyjoy, Baratheon, Tyrell, Martell, Arryn: JRadioButton
- clanBG: JButtonGroup

+ ClanPanel()
+ getClanName(): String

NamePanel

- introLabel: JLabel
firstNameBox: JTextField

+ NamePanel(FirstNameBox: JTextField)

ClassPanel

- Bastardy, Noble_House, King, Ward, Smallfolk, Mercenary, Lordship: JRadioButton
- classBG: JButtonGroup

+ ClassPanel()
+ getClassName(): String

OpeningWindow

- welcome:WelcomePanel
- name:NamePanel
- clan:ClanPanel
- kingdom:KingdomPanel
- classes:ClassPanel
- family:FamilyPanel
- messageButton, moveOnButton, clanButton, familyButton: JButton
- clanLabel:JLabel
- user:KingdomBackgroundPanel
- otherUser:FamilyMemberPanel
userInfo:String
+ image, image2: ImageIcon

+ OpeningWindow()
- messageButtonListener()
- moveOnButtonListener()
- clanButtonListener()
- familyButtonListener()
+ getOpeningWindow(OpeningWindow: Object)
- OpeningWindow()

KingdomBackgroundPanel

+ kingdomName:kingdoms
+ clanName:clans
+ className:classes

+ KingdomBackgroundPanel()
+ setKingdom(k: String)
+ setClan(cn: String)
+ setClasses(sc: String)
+ getKingdomName(): kingdoms
+ getClanName(): clans
+ getClassName(): classes

FamilyMemberPanel

+ familyCount: familyMembers
# Zero, One, Two, Three: JRadioButton
- famBG: ButtonGroup

+ FamilyMemberPanel()
+ setFamilyNum(FN:String)
+ getFamilyCount(): String

KingdomPanel

- North, Vale, Stormlands, Reach, Westerlands, Iron_Islands, Dorne: JRadioButton
- kingdomBG: JButtonGroup

+ KingdomPanel()
+ getKingdomName(): String

FamilyPanel

- questionLabel: JLabel
famMemPanel: FamilyMemberPanel
nameArray: String[]

+ FamilyPanel()
+ ZeroButtonListener()
+ OneButtonListener()
+ TwoButtonListener()
+ ThreeButtonListener()

<<Enumeration>>
clans

Stark
Targaryen
Lannister
Greyjoy
Baratheon
Tyrell
Martell
Arryn

<<Enumeration>>
classes

Bastardy
Noble_House
King
Ward
Smallfolk
Mercenary
Lordship

<<Enumeration>>
kingdoms

North
Vale
Stormlands
Reach
Westerlands
Iron_Islands
Dorne

<<Enumeration>>
familyMembers

Zero
One
Two
Three