# Server Management Classes

Class: Server()

Functions: Accepts incoming socket connections

Manages connected clients

Methods to send messages to single/all clients

Fields: HashMap<Username, ClientThread> clientList

Class: ClientThread()

Functions: Takes input from client and asks ServerController what to do.

Sends output to client after receiving reply from ServerController

Fields: Socket socket;

Player player – the associated player

Class: ServerController

Functions: Controls WorldModel data;

Controls Player data;

Fields: WorldModel() – The class that manages the Graph of the world rooms

Set<Player> playerList – some collection of all connected players

Class: CommandParser

Functions: Receives input from ClientThread

Uses some lexer/parser to route to interpret what player wants to do

Calls commands to execute (Command pattern?)

Fields: Don’t know

# Game models

Class: Room

Functions:

Fields: