

ModelService	
onNextTurn(String)	void
onStandby()	boolean
onPlayerTurnEnding()	void
onGameEnded()	void
onForcedNextTurn(String)	void
onPlayerSelectionPhase(Set<Coordinate>)	void
onResume()	boolean
onGameStarted()	void
onPlayerInsertionPhase(int, List<Tile>)	void
GameModel	
GameModel(GameMode)	
startingPlayerNumber	PlayerNumber
sessions	SessionManager
board	Board
getSessionFor(String)	PlayerSession
onStandby()	boolean
onReft()	void
getPlayerSession(PlayerNumber)	PlayerSession
onPlayerTurnEnding()	void
onNextTurn(String)	void
addPlayer(String)	void
onGameStarted()	void
isSelectionValid(Set<Coordinate>)	boolean
flagNoMoreTurnsForPlayer(PlayerNumber)	void
onPlayerSelectionPhase(Set<Coordinate>)	void
onResume()	boolean
onForcedNextTurn(String)	void
areAllCoordinatesPresent(Collection<Coordinate>)	boolean
getPlayerSession(String)	PlayerSession
onPlayerInsertionPhase(int, List<Tile>)	void
toString()	String
setFlags()	void
onGameEnded()	void
flagNoMoreTurnsForPlayer(String)	void
getPlayerUsernameListExcluding(String)	List<String>
playersUsernameList	List<String>
startingPlayerNumber	PlayerNumber
gameStatus	GameStatus
startingPlayerSession	PlayerSession
commonGoalCards	List<CommonGoalCardStatus>
rankings	List<PlayerScore>
gameMode	GameMode
playerCount	int
sessions	SessionManager
currentPlayerSession	PlayerSession
board	Board
playerNumberMap	Map<PlayerNumber, PlayerSession>
gameMatrix	Tile[][]

PlayerSession	
PlayerSession(String, PlayerNumber, PersonalGoalCard)	
personalGoalCard	PersonalGoalCard
bookshelf	Bookshelf
playerNumber	PlayerNumber
playerTileSelection	PlayerTileSelection
achievedCommonGoalCards	List<CommonGoalCardIdentifier>
username	String
acquiredTokens	List<Token>
playerCurrentGamePhase	PlayerCurrentGamePhase
addAcquiredToken(Token)	void
calculateCurrentTokenPoints()	int
toString()	String
clearTileSelection()	void
calculateCurrentPersonalGoalCardPoints()	int
calculateBookshelfGroupPoints()	int
playerTileSelection	PlayerTileSelection
bookshelf	Bookshelf
personalGoalCard	PersonalGoalCard
acquiredTokens	List<Token>
achievedCommonGoalCards	List<CommonGoalCardIdentifier>
playerCurrentGamePhase	PlayerCurrentGamePhase
playerNumber	PlayerNumber
username	String

Board	
Board()	
fill(List<Tile>, GameMode)	void
hasAtLeastOneFreeEdge(Coordinate)	boolean
countEmptyCells(GameMode)	int
toString()	String
getCellAt(Coordinate)	Cell
getCellAt(int, int)	Optional<Tile>
removeTileAt(Coordinate)	void
countFreeEdges(Coordinate)	int
getTileAt(Coordinate)	Optional<Tile>
needsRefilling()	boolean
mapFromGameMode(GameMode)	CellPattern
removeRemainingTiles()	Map<Tile, Integer>
cellMatrix	Cell[][]
tileMatrix	Tile[][]
tile	CellInfo

CommonGoalCardFunctionContainer	
CommonGoalCardFunctionContainer()	
twoSquares(Tile[][])	Boolean
diagonal(Tile[][])	Boolean
commonGoalCardMap()	Map<CommonGoalCardIdentifier, CommonGoalCard>
twoDiffColumns(Tile[][])	Boolean
fourMaxThreeDiffLines(Tile[][])	Boolean
eightTiles(Tile[][])	Boolean
stairs(Tile[][])	Boolean
xTiles(Tile[][])	Boolean
fourCorners(Tile[][])	Boolean
sixPairs(Tile[][])	Boolean
fourGroupFour(Tile[][])	Boolean
twoDiffLines(Tile[][])	Boolean
threeMaxThreeDiffColumns(Tile[][])	Boolean
activeCommonGoalCards	List<CommonGoalCard>

ElementExtractor<E>	
ElementExtractor()	
extract()	E
extractAmount(int) List<E>	
PersonalGoalCardExtractor	
PersonalGoalCardExtractor()	
domain()	Set<PersonalGoalCard>
extract()	PersonalGoalCard
extractAmount(int) List<PersonalGoalCard>	
CommonGoalCardExtractor	
CommonGoalCardExtractor()	
extract()	CommonGoalCard
extractAmount(int) List<CommonGoalCard>	
domain()	Set<CommonGoalCard>
TileExtractor	
TileExtractor()	
leftoverCapacity()	int
extract()	Tile
extract()	Tile
extractAmount(int) List<Tile>	
domain()	Set<CommonGoalCard>
putBackTiles(Map<Tile, Integer>)	void
Cell	
Cell(CellPattern, Tile?)	
Cell(CellPattern, boolean)	
content	Tile
pattern	CellPattern
createDeadCell()	Cell
clear()	void
toString()	String
content	Optional<Tile>
empty	boolean
pattern	CellPattern
dead	boolean
SessionManager	
SessionManager(GameMode)	
playerSessions()	List<PlayerSession>
values()	List<PlayerSession>
getByUsername(String)	PlayerSession
getByNumber(PlayerNumber)	PlayerSession
isPresent(String)	boolean
maxSize()	int
size()	int
put(PlayerSession)	void
isPresent(PlayerNumber)	boolean
numberMap	Map<PlayerNumber, PlayerSession>
ChatTextMessage	
ChatTextMessage(String, MessageRecipient, String, Timestamp)	
text()	String
messageRecipient()	MessageRecipient
stamp()	Timestamp
toString()	String
senderUsername()	String
directUsername()	Optional<String>
broadcast	boolean

PlayerScore	
PlayerScore(String, List<Token>, ScoreBreakdown)	
total()	int
username()	String
breakdown()	ScoreBreakdown
tokens()	List<Token>
tokenPoints	int
personalGoalCardsPoints	int
bookshelfPoints	int
PersonalGoalCard	
PersonalGoalCard(Tile[][], PersonalGoalCardIdentifier)	
id	PersonalGoalCardIdentifier
hashCode()	int
toString()	String
equals(Object)	boolean
id	PersonalGoalCardIdentifier
shelfPointMatrix	Tile[][]
PlayerTileSelection	
PlayerTileSelection()	
PlayerTileSelection(List<CellInfo>)	
selectedTiles	List<CellInfo>
selectionEquals(List<Tile>)	boolean
selection	List<CellInfo>
selectedTiles	List<Tile>
CommonGoalCardStatus	
CommonGoalCardStatus(CommonGoalCard, GameMode)	
acquireAndRemoveTopToken()	Optional<Token>
toString()	String
cardTokens	Stack<Token>
commonGoalCard	CommonGoalCard
empty	boolean
Bookshelf	
Bookshelf()	
canFit(int, int)	boolean
fillUpBookShelf(Tile[][])	void
insert(int, List<Tile>)	void
shelfMatrix	Tile[][]
full	boolean
GameMode	
GameMode(int)	
numberToMode(int)	GameMode
values()	GameMode[]
valueOf(String)	GameMode
maxCellAmount()	int
maxPlayerAmount()	int

CellInfo	
CellInfo(Coordinate, Tile?)	
hashCode()	int
coordinate()	Coordinate
tile()	Tile?
equals(Object)	boolean
compareTo(Object)	int
MessageRecipient	
Broadcast	
Broadcast()	
Direct	
Direct(String)	
username()	String
CommonGoalCard	
CommonGoalCard(CommonGoalCardIdentifier, Predicate<Tile[]>)	
id	CommonGoalCardIdentifier
toString()	String
matches(Tile[])	boolean
id	CommonGoalCardIdentifier
Token	
Token(int)	
points	int
values()	Token[]
valueOf(String)	Token
points	int
PlayerNumber	
PlayerNumber()	
valueOf(String)	PlayerNumber
values()	PlayerNumber
next(GameMode)	PlayerNumber
values()	PlayerNumber[]
Coordinate	
Coordinate(int, int)	
x()	int
equals(Coordinate)	boolean
y()	int
parse(String)	Coordinate
ChatModel	
ChatModel()	
getMessagesFor(String)	List<ChatTextMessage>
addMessage(String, MessageRecipient, String)	void
allMessages	List<ChatTextMessage>

CellAmount	
CellAmount(int)	
valueOf(String)	CellAmount
values()	CellAmount[]
cellCount	int
CellPattern	
CellPattern(int)	
valueOf(String)	CellPattern
values()	CellPattern[]
playerCount	int
ScoreBreakdown	
ScoreBreakdown(int, int, int)	
personalGoalCardPoints()	int
tokenPoints()	int
bookshelfGroupPoints()	int
CommonGoalCardIdentifier	
CommonGoalCardIdentifier()	
values()	CommonGoalCardIdentifier[]
valueOf(String)	CommonGoalCardIdentifier
PersonalGoalCardIdentifier	
PersonalGoalCardIdentifier()	
valueOf(String)	PersonalGoalCardIdentifier
values()	PersonalGoalCardIdentifier[]
PlayerCurrentGamePhase	
PlayerCurrentGamePhase()	
values()	PlayerCurrentGamePhase[]
valueOf(String)	PlayerCurrentGamePhase
GameStatus	
GameStatus()	
valueOf(String)	GameStatus
values()	GameStatus[]
Tile	
Tile()	
valueOf(String)	Tile
values()	Tile[]

CommonGoalCardLogic	
CommonGoalCardLogic(int)	
amount()	int
PersonalGoalCardMatrixContainer	
PersonalGoalCardMatrixContainer()	
ChatModel	
ChatModel()	