Server

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Team 4

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<<interface>> ModelRMI extends java.rmi.remote +getPlayerMovements(): int[] +sendPlayerMovement(): void +gatherResource(Player player) : void +updateResources(): void +getBoard() : String[][] Model + board: String[][]; +getPlayerMovements(): int[] +sendPlayerMovement():void +gatherResource(Player player):void +updateResources():void +getBoard(): String[][] UnicastRemoteObject

Client

