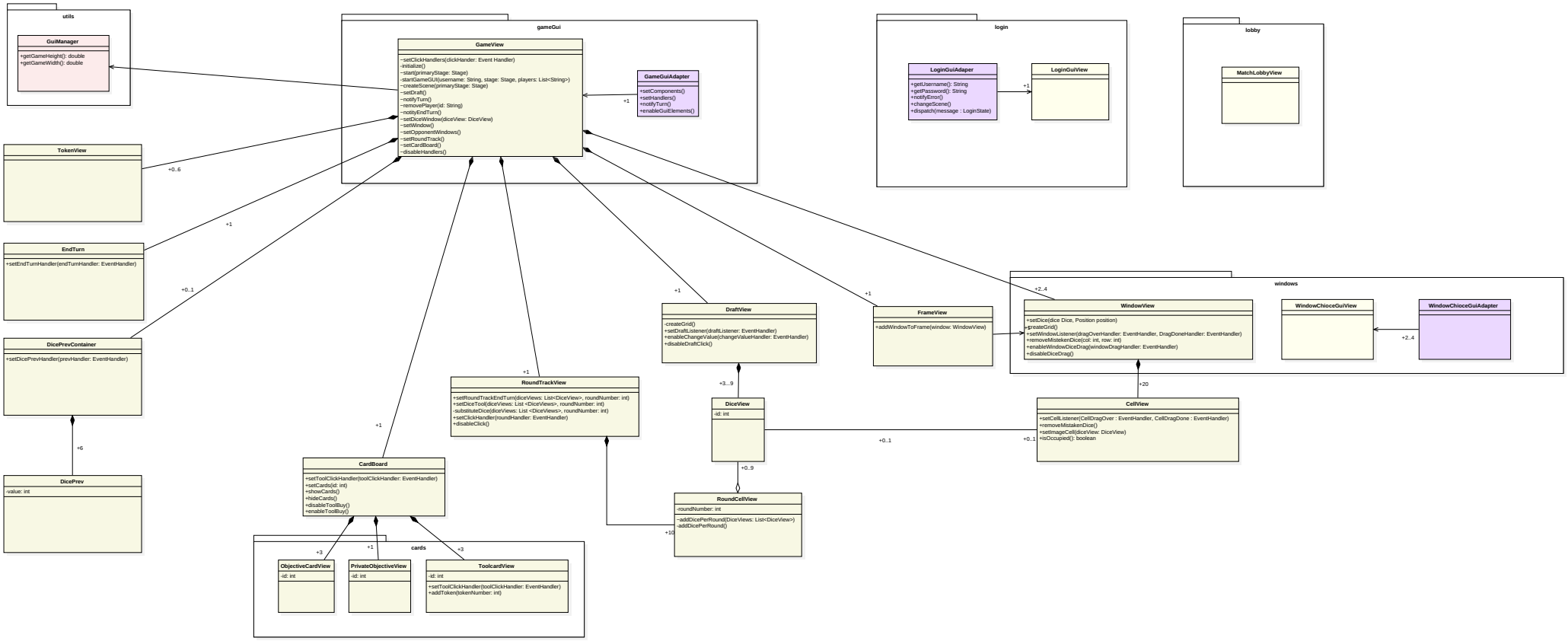
Model::Main


utils
GuiManager
+getGameHeight(): double
+getGameWidth(): double
gameGui
GameView
~setClickHandlers(clickHander: Event Handler)
-initialize()
~start(primaryStage: Stage)
-starnGameGUI(username: String, stage: Stage, players: List<String>)
~createScene(primaryStage: Stage)
~setDraft()
~notifyTurn()
~removePlayer(id: String)
~notifyEndTurn()
~setDiceWindow(diceView: DiceView)
~setWindow()
~setOpponentWindows()
~setRoundTrack()
~setCardBoard()
~disableHandlers()
GameGuiAdapter
+setComponents()
+setHandlers()
+notifyTurn()
+enableGuiElements()
+1
login
LoginGuiAdaper
+getUsername(): String
+getPassword(): String
+notifyError()
+changeScene()
+dispatch(message : LoginState)
+1
LoginGuiView
lobby
MatchLobbyView
TokenView
+0..6
+1
EndTurn
+setEndTurnHandler(endTurnHandler: EventHandler)
+0..1
DicePrevContainer
+setDicePrevHandler(prevHandler: EventHandler)
+6
DicePrev
-value: int
+1
DraftView
-createGrid()
+setDraftListener(draftListener: EventHandler)
+enableChangeValue(changeValueHandler: EventHandler)
+disableDraftClick()
+1
FrameView
+addWindowToFrame(window: WindowView)
+1
windows
+2..4
WindowView
+setDice(dice Dice, Position position)
+preateGrid()
+setWindowListener(dragOverHandler: EventHandler, DragDoneHandler: EventHandler)
+removeMistakenDice(col: int, row: int)
+enableWindowDiceDrag(windowDragHandler: EventHandler)
+disableDiceDrag()
WindowChioceGuiView
WindowChioceGuiAdapter
+2..4
+1
RoundTrackView
+setRoundTrackEndTurn(diceViews: List<DiceView>, roundNumber: int)
+setDiceTool(diceViews: List <DiceViews>, roundNumber: int)
-substituteDice(diceViews: List <DiceViews>, roundNumber: int)
+setClickHandler(roundHandler: EventHandler)
+disableClick()
+3..9
DiceView
-id: int
+20
CellView
+setCellListener(CellDragOver : EventHandler, CellDragDone : EventHandler)
+removeMistakenDice()
+setImageCell(diceView: DiceView)
+isOccupied(): boolean
+0..1
+0..1
+0..9
RoundCellView
-roundNumber: int
~addDicePerRound(DiceViews: List<DiceView>)
-addDicePerRound()
+10
+1
CardBoard
+setToolClickHandler(toolClickHandler: EventHandler)
+setCards(id: int)
+showCards()
+hideCards()
+disableToolBuy()
+enableToolBuy()
+3
+1
+3
cards
ObjectiveCardView
-id: int
PrivateObjectiveView
-id: int
ToolcardView
-id: int
+setToolClickHandler(toolClickHandler: EventHandler)
+addToken(tokenNumber: int)