<<Interface>> RemoteClient imple ments +playGame(): void

RemoteGame +playGame(): void +stopGame(): void +addPlayer(): double +rotate(ID:double): void +propel(ID:double): void +fire(ID:double): void +setWindowed(flag:boolean): void

GameFacade

+stopGame(): void +addPlayer(): KeyEventManager +addPlayer(): double +rotate(ID:double): void +propel(ID:double): void +fire(ID:double): void +setWindowed(flag:boolean): void