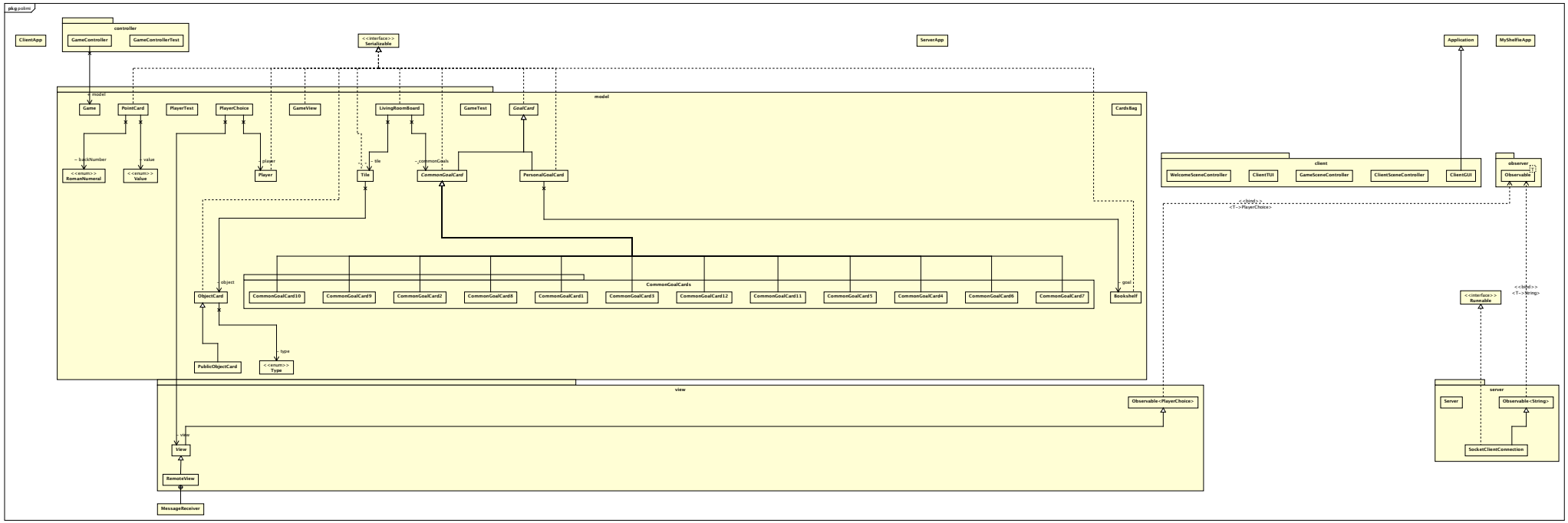
pkg pokmi
controller
GameController
GameControllerTest
ClientApp
<<interface>>
Serializable
ServerApp
Application
MyShelfieApp
model
- model
Game
PointCard
PlayerTest
PlayerChoice
GameView
LivingRoomBoard
GameTest
GoalCard
CardsBag
- backNumber
- value
- player
- tile
- commonGoals
RomanNumeral
<<enum>>
Value
Player
Tile
CommonGoalCard
PersonalGoalCard
object
goal
CommonGoalCards
CommonGoalCard10
CommonGoalCard9
CommonGoalCard2
CommonGoalCard8
CommonGoalCard1
CommonGoalCard3
CommonGoalCard12
CommonGoalCard11
CommonGoalCard5
CommonGoalCard4
CommonGoalCard6
CommonGoalCard7
Bookshelf
ObjectCard
PublicObjectCard
- type
<<enum>>
Type
client
WelcomeSceneController
ClientTUI
GameSceneController
ClientSceneController
ClientGUI
observer
Observable
<<class>>
<T->PlayerChoice>
<<interface>>
Runnable
<<class>>
<T->String>
view
Observable<PlayerChoice>
- view
View
RemoteView
MessageReceiver
server
Server
Observable<String>
SocketClientConnection