



Game Panel

Game Frame

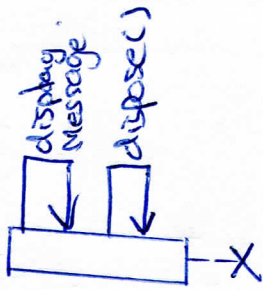
Beard

push "press"

button pressed ("press")

Talk Dialog

<<create>>



endTurn()

if current player made suggestion

endSuggesting

update()