

Settings

GamePlayObjectMan...

- ~ AllObjects: LinkedList<G... ~ Defensives: LinkedList< D...
- ~ Units: LinkedList<Unit> - maxId: int
- ~ server: Server
- + addDefensive(d: Defensi...
- + addUnit(u: Unit) : void
- + distributeId(O: GamePlay... + getObjectById(id: int) : G...
- + getPlayersObjectList(p: P...
- + removeUnit(u: Unit) : void
- + removeDefensive(d: Defe...
- + sendMoving(Target: Coor...
- + getObjectList() : LinkedLi...
- + round(): void