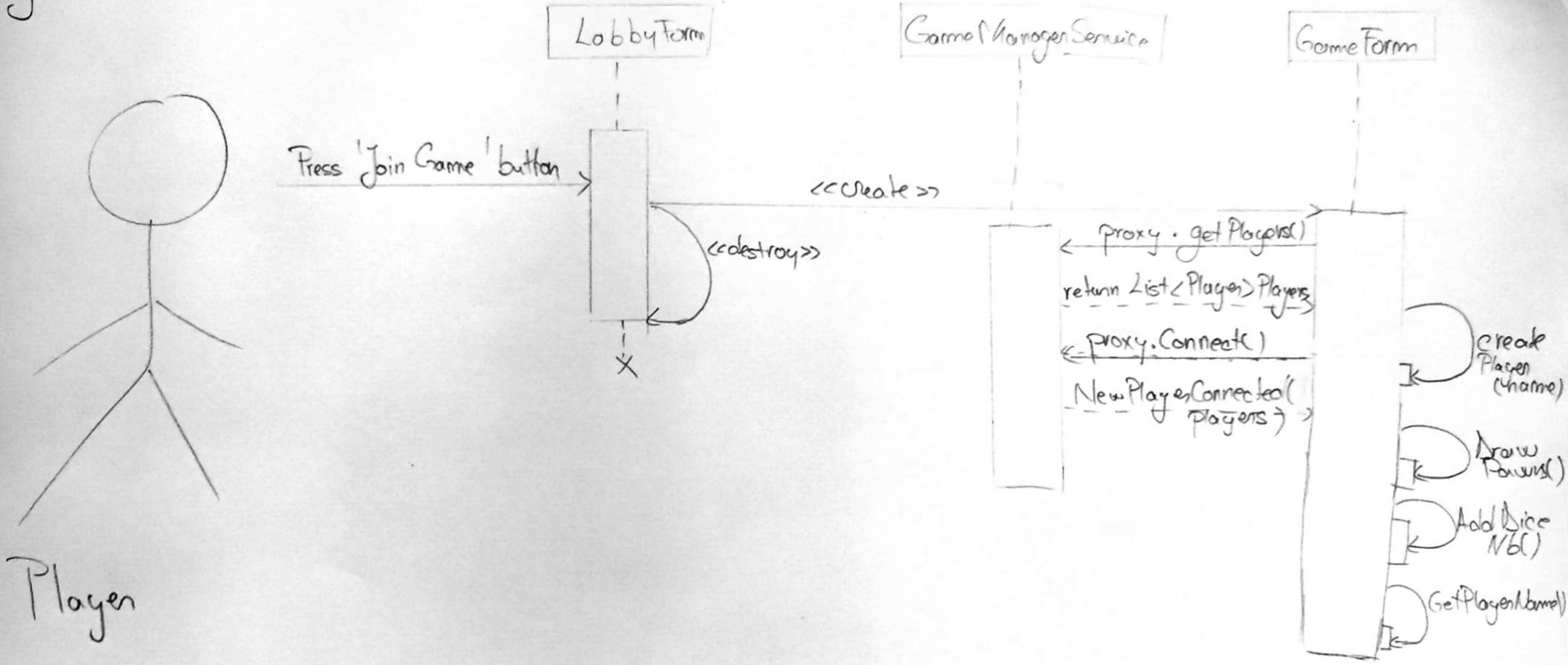
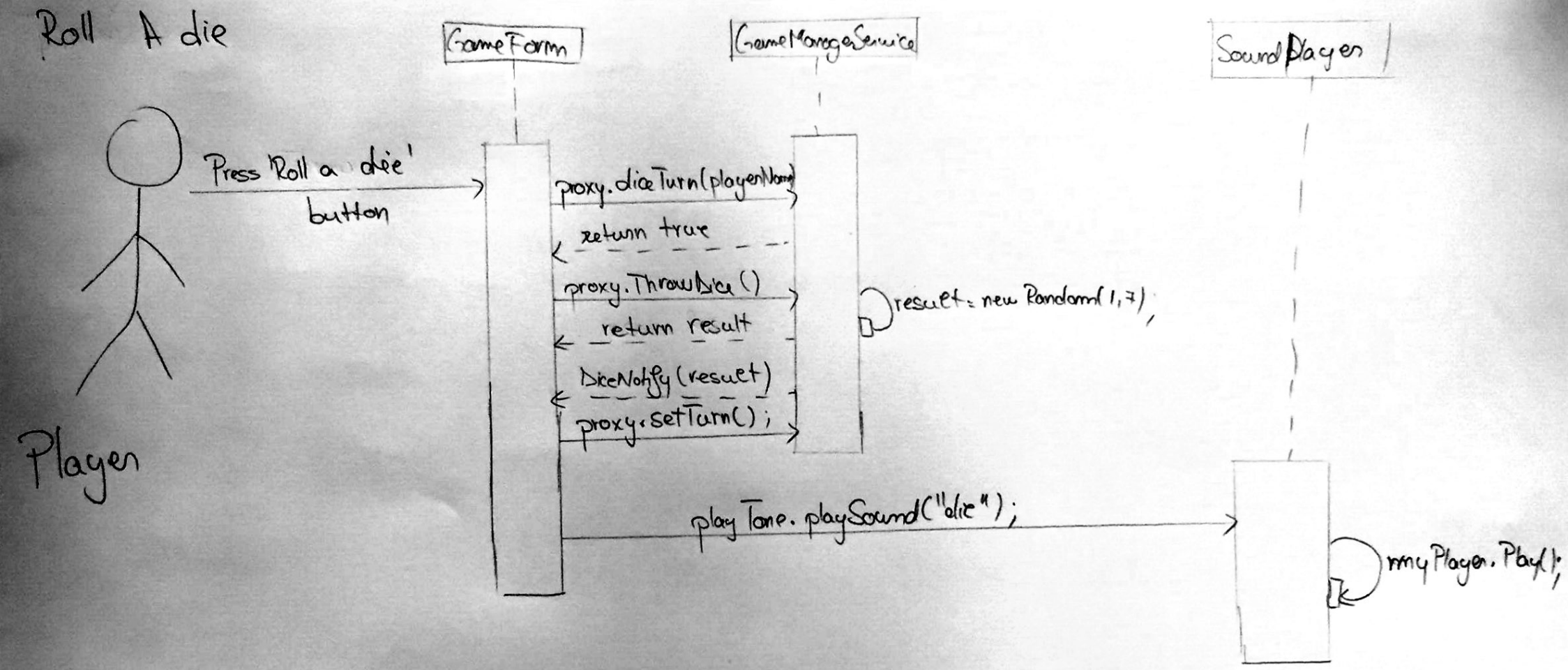
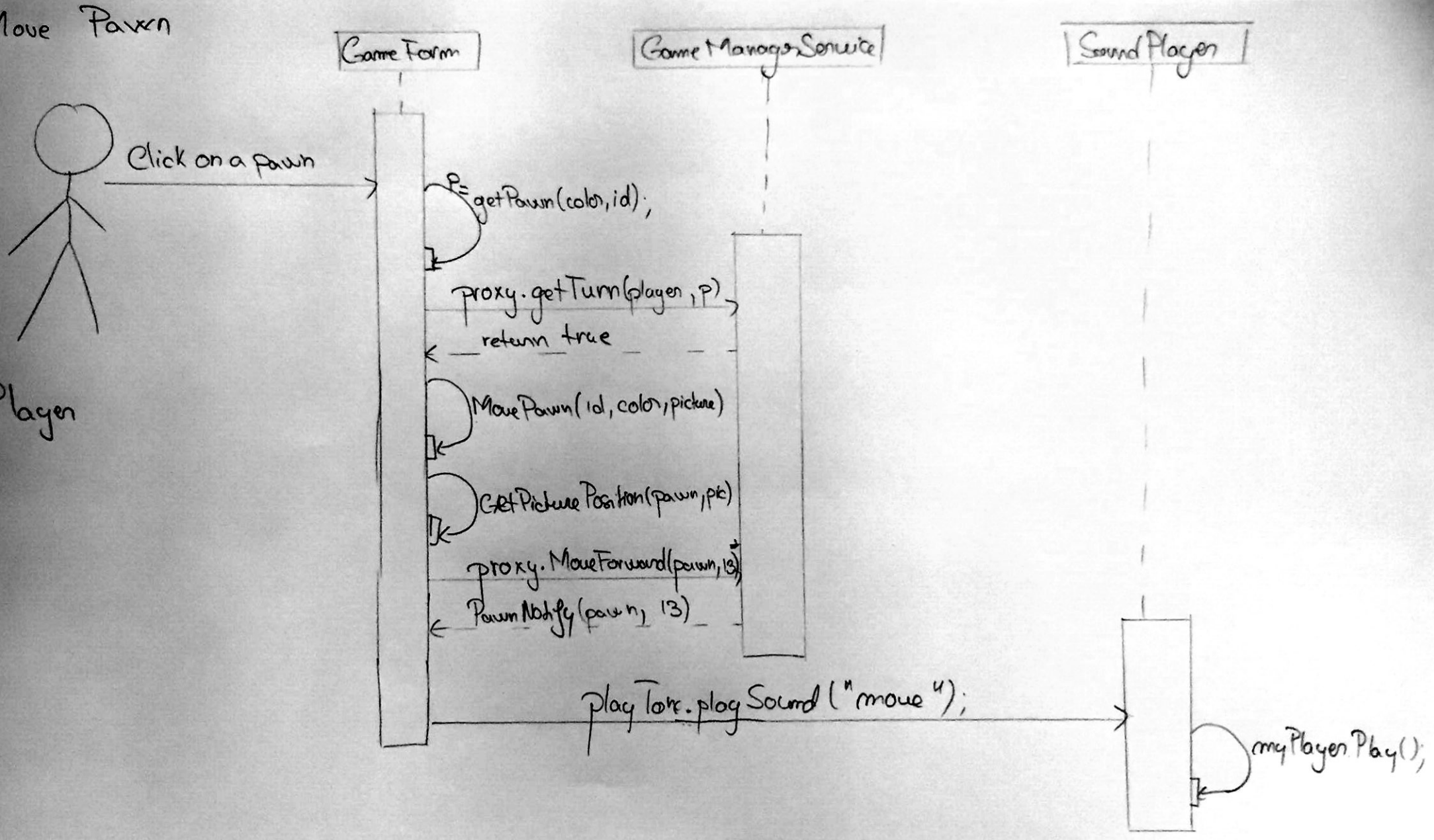
Join Game

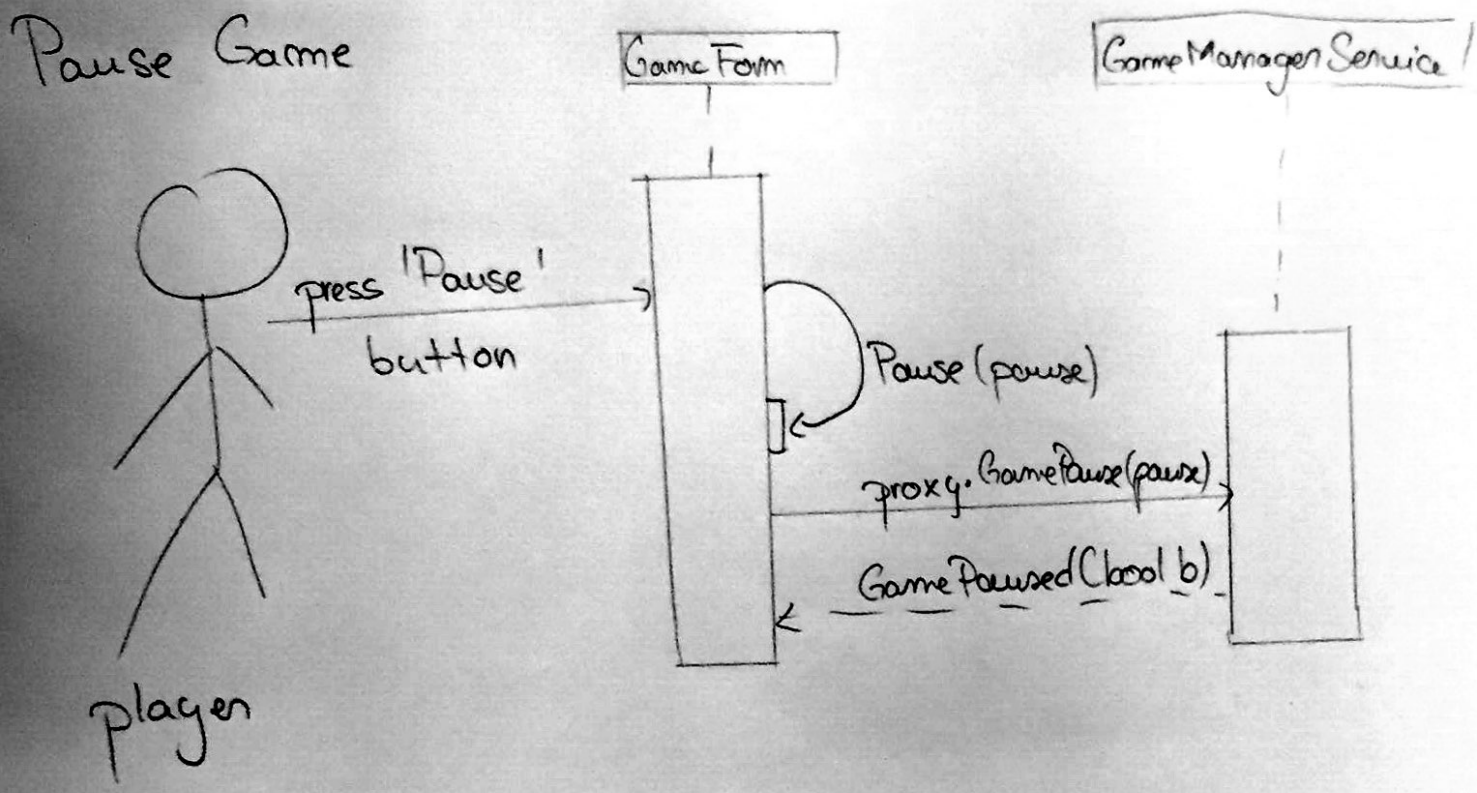

LobbyForm
GameManagerService
GameForm
Player
Press 'Join Game' button
<<create>>
<<destroy>>
proxy.getPlayers()
return List<Player> Players
proxy.Connect()
NewPlayerConnected(players)
CreatePlayer(name)
DrawPlayers()
AddDiceNG()
GetPlayerName()


Roll A die
GameForm
GameManagerService
SoundPlayer
Player
Press 'Roll a die' button
proxy.diceTurn(playerName)
return true
proxy.ThrowDice()
result = new Random(1,7);
return result
DiceNotify(result)
proxy.setTurn();
playTone.playSound("die");
myPlayer.Play();

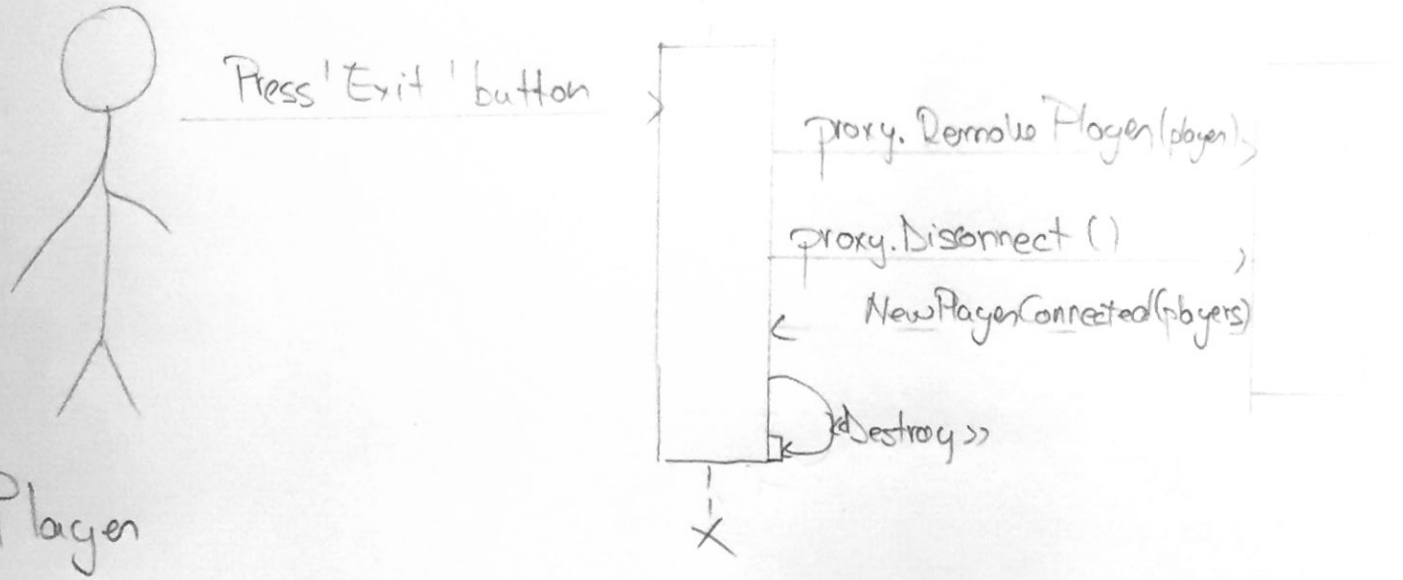
Move Pawn



* 13 is the new Position


Pause Game
GameForm
GameManagerService
press 'Pause'
button
Pause(pause)
proxy.GamePause(paus)
GamePaused(bool b)
player

Quit Game


GameForm
Game Manager Service
Press 'Exit' button
proxy.RemovePlayer(player)
proxy.Disconnect()
NewPlayerConnected(players)
Destroy
Player