:SBFClient

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userValid()

userInvalid()

newUserCredentialsValid()

newUserCredentialsInvalid()

provideStatistics(stats:Statistics)

allCurrentPlayers(players:List)

askIfPlayerWantsToJoin(to:String)

gameRejected(to:String)

gameAccepted(to:String)

newGameConditions(conditions:GameConditions)

startGame(conditions:Conditions)

saveGameSuccess()

saveGameFailure()

loadGameSuccess()

loadGameFailure()

listSelectableShips(ships:List)

shipSelectionValid()

shipSelectionInvalid()

placementInvalid()

placementValid()

actionValid()

actionInvalid()

playerWin()

playerLose()

newGameScreen(shipPlacement:List, shipDamage:List)

validateUser(username:String, password:String)

validateNewUserCredentials(username:String,

password:String)

requestStatistics(player:String)

requestAllCurrentPlayers()

requestMatching(from:String, to:String)

playerAcceptsGame(from:String, to:String)

playerRejectsGame(from:String, to:String)

submitGameConditions(conditions:GameConditions)

submitAgreement()

saveGameState(name:String)

loadGameState(name:String)

validateShipSelection(ships:List)

alertOfShipPlacement(shipPlacements:List)

submitAction(action:InGameAction)

:SBFServer