



SwingController

model: BuildWorld

- cmd : WorldCommand

+ exitProgram(): void

roomId: int): void

+ moveTarget() : void

+ movePet(roomId : int) : void + startNewWorld(): void + startCurrentWorld(): void

+ poke(playerId : int) : void

+ turnStart(turn : int) : void

+ optionsHint() : String

+ nextTurn() : void

view: WorldView