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	arrentState ayers		dSta Playe
	ayers oryDeck		ryDe ryDe
m 31	UIYUELK		ryue

□ ShowResoultionView		
numberPlayers	int	
a state	State	
a tile	TilePane	DRESS
	ImageView	RT
IMG_DIR	String	
• GIF	String	
 rowStage 	int	
colStage	int	Buffered
 rowPlayerARank 	int	Prin
 colPlayerARank 	int	
 rowPlayerBRank 	int	
 colPlayerBRank 	int	
 rowPlayerCRank 	int	Clien
 colPlayerCRank 	int	
 rowPlayerDRank 	int	
 colPlayerDRank 	int)
 rowPlayerAParty 	int	
 colPlayerAParty 	int	ring)
 rowPlayerBParty 	int	-
 colPlayerBParty 	int	e(String)
 rowPlayerCParty 	int	3,
 colPlayerCParty 	int	
 rowPlayerDParty 	int	
 colPlayerDParty 	int	
 rowPlayerAQueue 	int	
colPlayerAQueue	int	
 rowPlayerBQueue 	int	
 colPlayerBQueue 	int	n()
o rowPlayerCQueue	int	
colPlayerCQueue	int	
rowPlaverDQueue	int	a)
o colPlayerDQueue	int	gi
cardSmallHeight	int	
cardSmallWidth	int	
cardMediumHeight	int	0
cardMediumWidth	int	,
cardLargeHeight	int	
cardLargeWidth	int	
cardXLargeHeight	int	
cardXLargeWidth	int	
 ShowResoultionView(Pane, State, 		
 snowkesouttonview(Pane, State, drawCards(Pane, State) 	Pane	
addStageToCanvas(Pane)	void	
addStage (oCanvas(Pane) addPlayerARankToCanvas(Pane)	void	
 addPlayerARankToCanvas(Pane) addPlayerBRankToCanvas(Pane) 	void	
 addPlayerBRankToCanvas(Pane) addPlayerCRankToCanvas(Pane) 	void	
 addPlayerCRankToCanvas(Pane) addPlayerDRankToCanvas(Pane) 	void	
addPlayerAPartyToCanvas(Pane)	void	
addPlayerBPartyToCanvas(Pane)	void	
addPlayerCPartyToCanvas(Pane)	void	
addPlayerDPartyToCanvas(Pane)	void	
addPlayerAQueueToCanvas(Pane		
addPlayerBQueueToCanvas(Pane		
addPlayerCQueueToCanvas(Pane		
addPlayerDQueueToCanvas(Pane) void	
numberSelected()	int	

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	Logge
	String
① ○ clientModel	ClientMode
f o players	Player[
1 a hasSponsor	boolear
f a questersReady	boolear
f a numOfansewers	in
⑥ △ numberOfCardsToReturn	in
f a numberOfrequests	in
	QuesterQueque
⑥ ← numOfQuesterPotential	in
numOfQuester	in
numOfRepsonders	in
nextPersonToDraw	in
■ □ QuestManager(ClientModel)	
■ 'n nextPlayer()	voic
	boolear
■ a totalNumOfBP(CardCollection <a) <="" p=""></a)>	dventureCard>) in
■ 's isfoeEachStage()	boolean
■ ¹□ numberOfCardsForSponsor()	in
m 'a checkHandSize()	boolear
	boolean
m 'm reset()	voic
m 'a setPlayer()	void
─ " resolveQuest()	in
─ 'n resolveStage()	voic
	voic
m increaseResponse()	voic
p hasSponsor	boolear

(C) %	EventManager	
20 a	logger	Logge
	players	Player[
(f) o	numPlayers	in
(f) •	adventureDeck A	dventureDeci
(f) •	adventureDeckDiscard A	dventureDec
(f) •	nextQ	boolear
(f) •	currentPlayer	in
(f) •	clientModel	ClientMode
6 %	EventManager(ClientModel)	
6 %	handleEvent(String)	voi
m a	CourtCalled()	voi
m %	KingsRecognition()	voi
m 1s	QueenFavor()	voi
m 1	Pox()	voi
m 's	KingCallToArms()	voi
m %	ProsperityThroughoutTheRe	alm() voi
m 1	ChilvarousDeed()	voi
m 's	Plague()	voi
m 's	handle()	voi
⊕ ъ	nextPlayer1()	Playe
m 'n	nextPlayer()	voi
m %	setPlayer()	voi
⊕ ъ	canEndTurn()	boolear
m 'n	resolveStage()	voi
m %	increaseResponse()	voi
₽ hi	asSponsor	boolear