

Program

Match

Player

«enumeration»
Role

User

UsersRepository

«enumeration»
PlayerGameAction

FrameConnection

Program

string[]

Tuple

Object

List

Socket

Frame

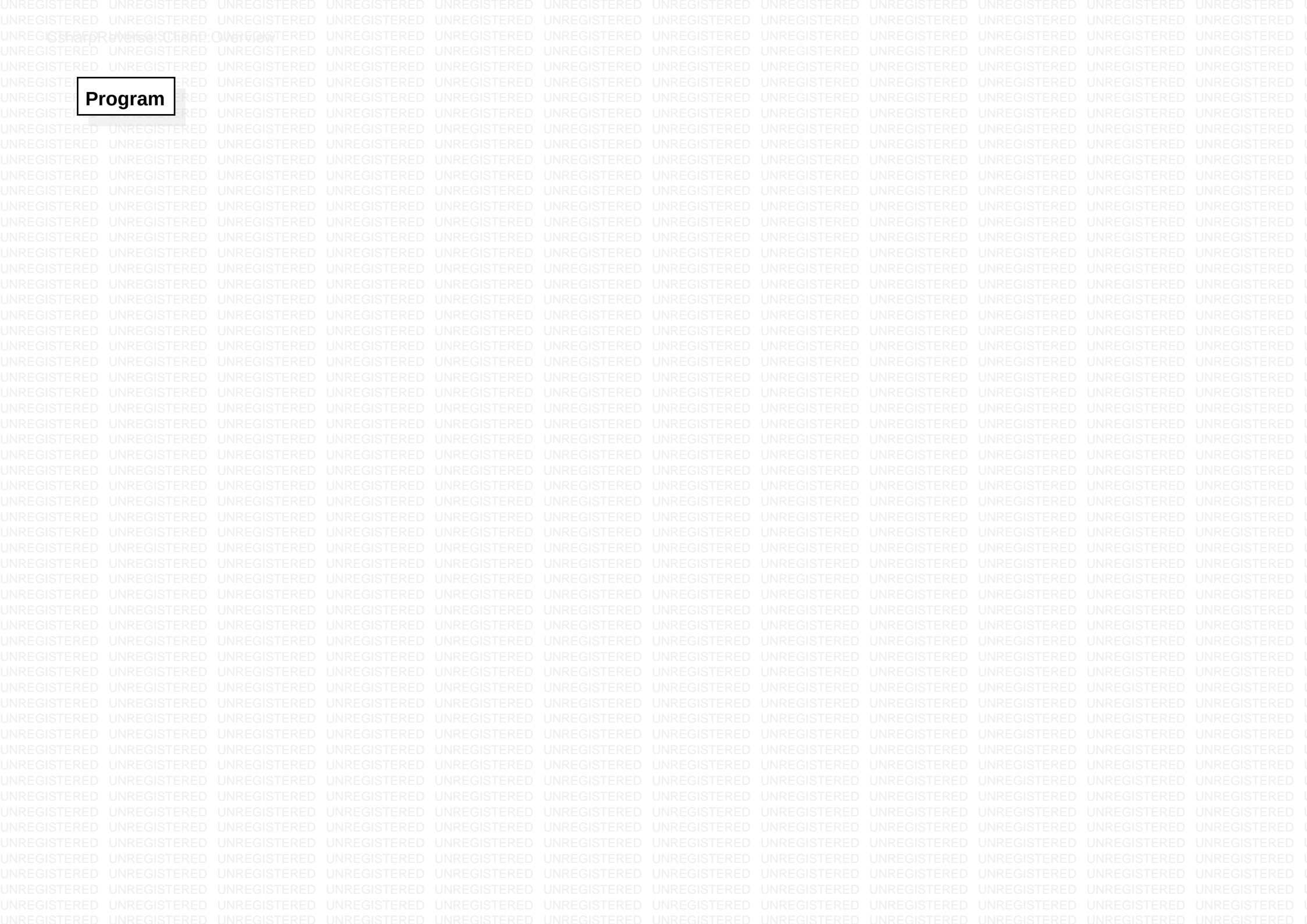
Image

byte[]

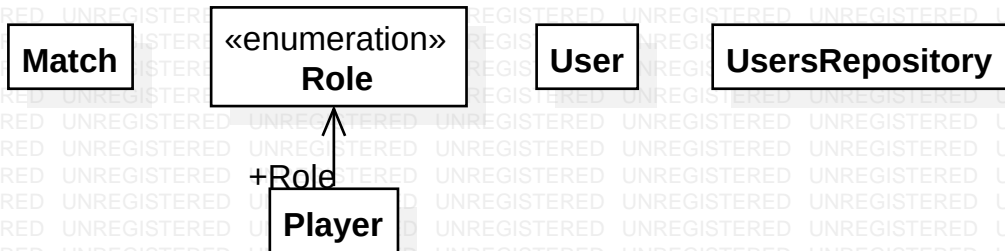
Player[,]

Stopwatch

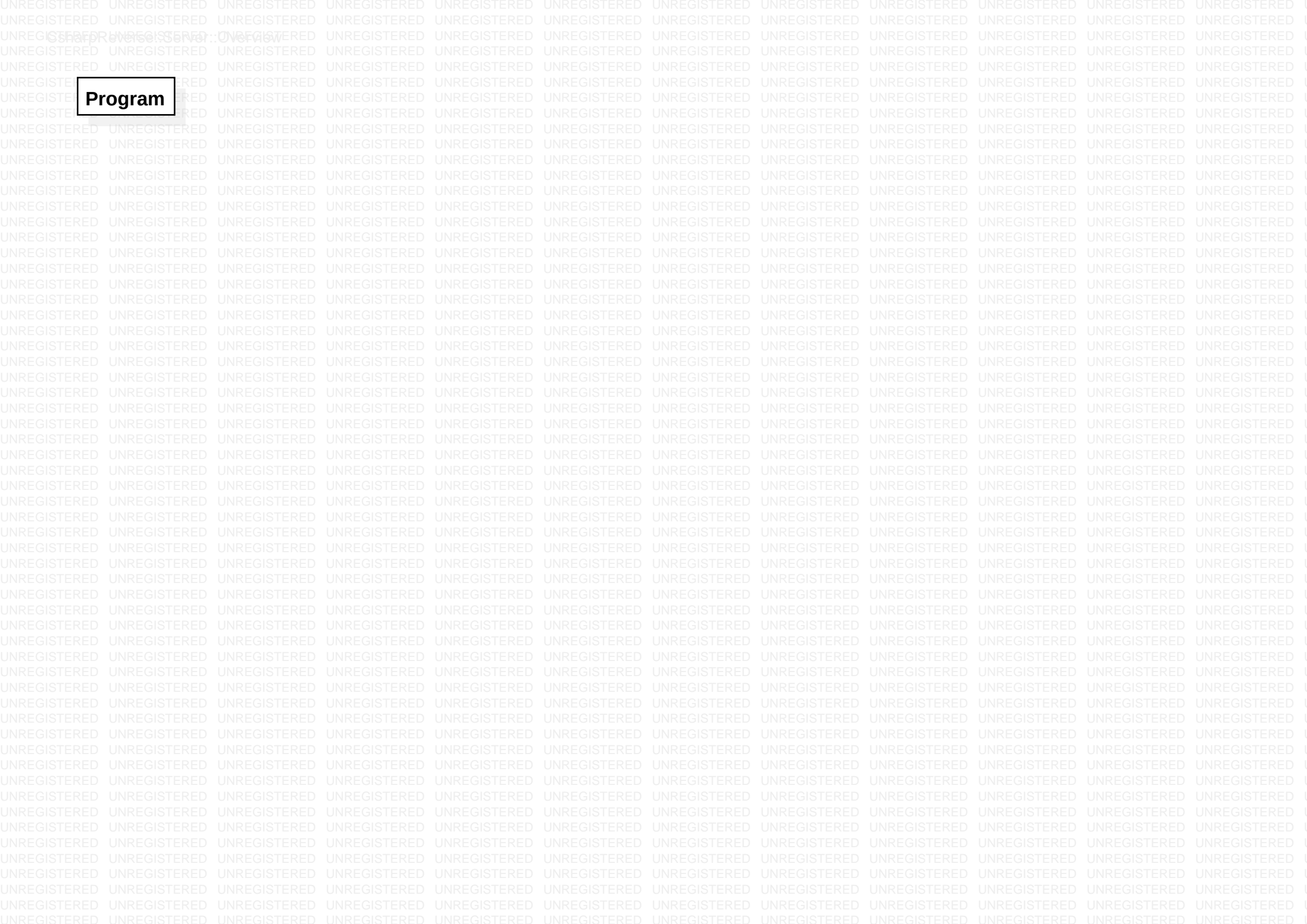




Program



FrameConnection



Program

