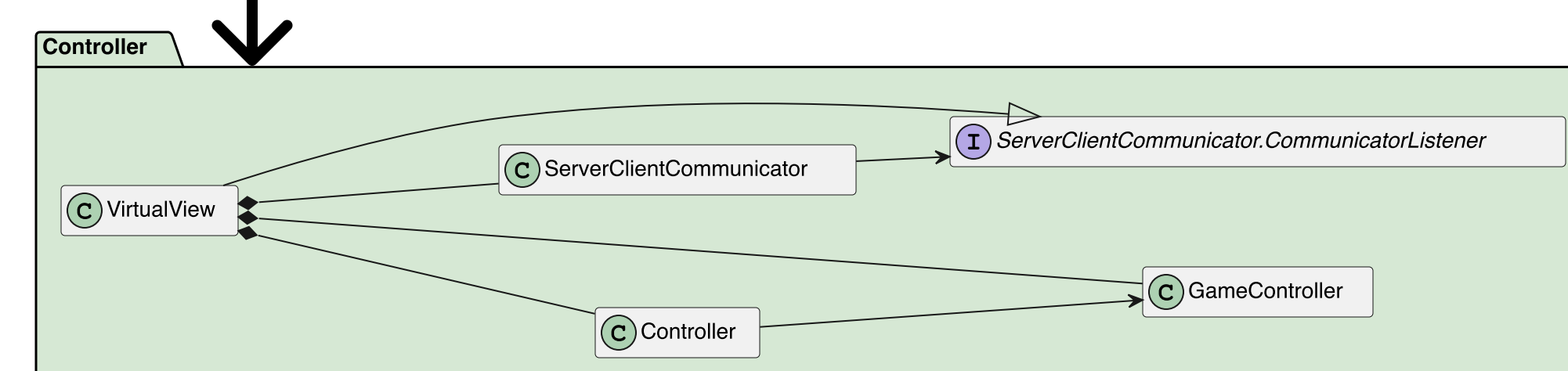
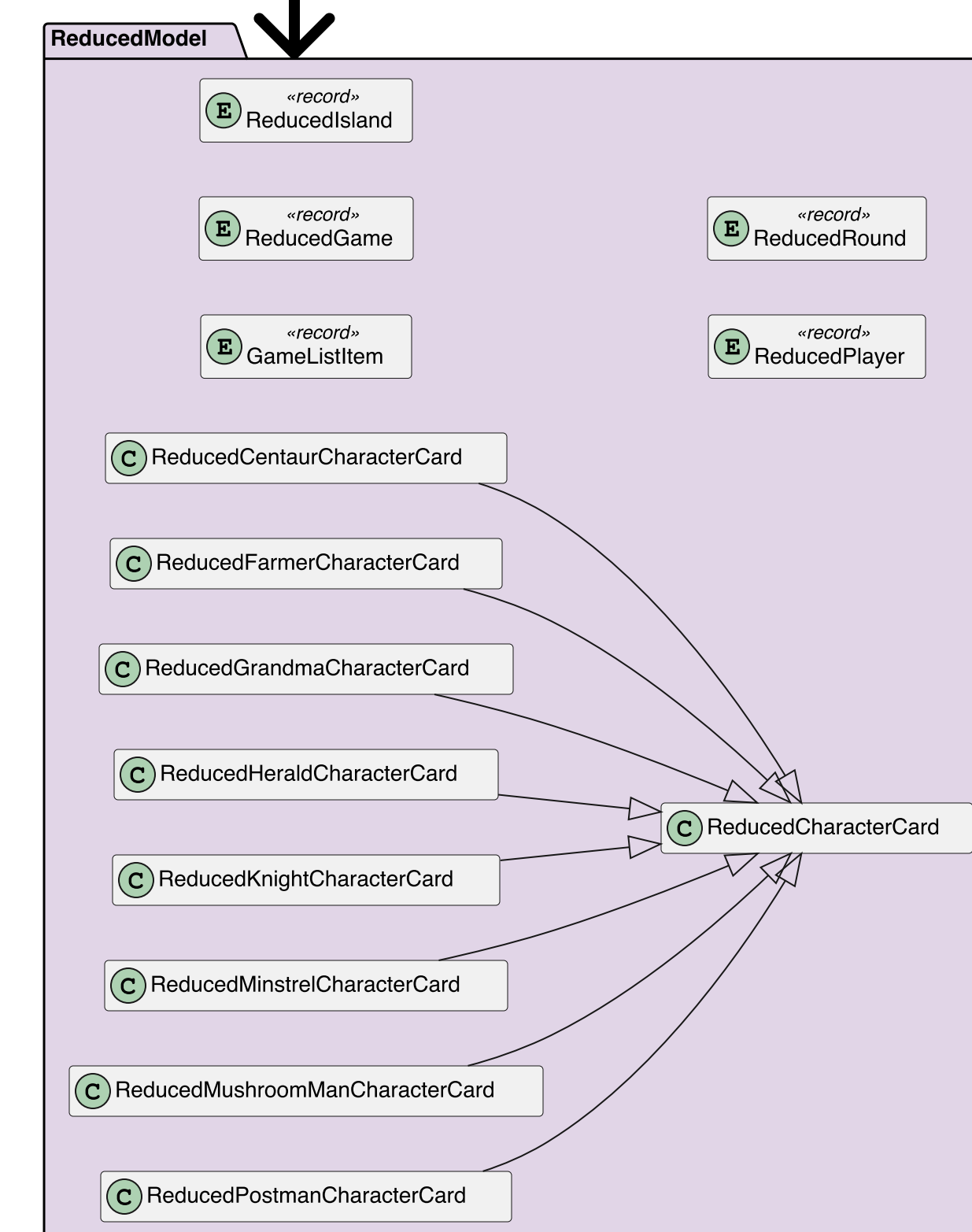


Controller contains a list of Game(s)

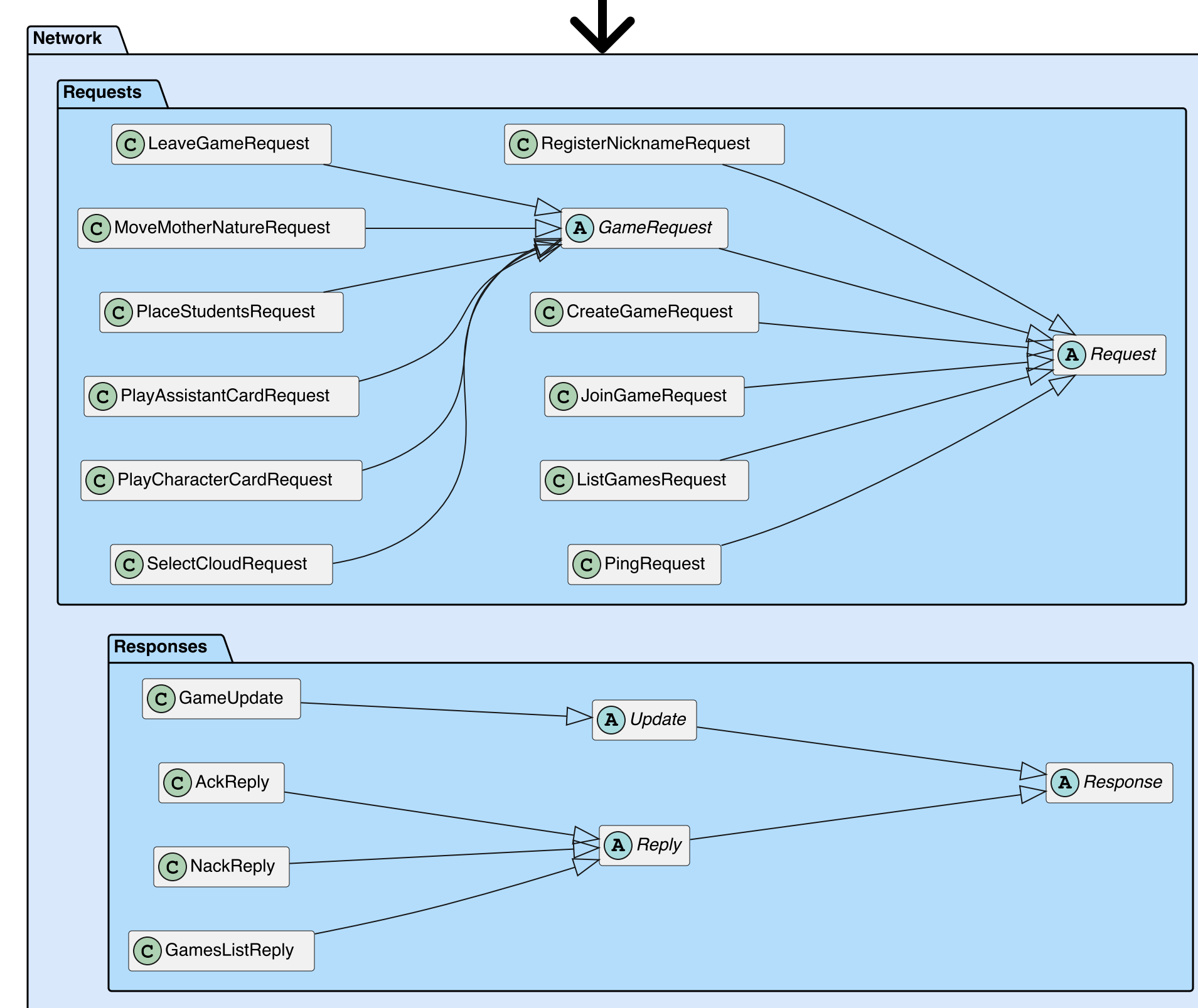
GameController is an handle for a specific Game and Player (used by VirtualView)



This is a reduced version of the model containing the least amount of information needed by the client in order to keep the network as light as possible



Requests and Responses carry only objects of the reduced model



Communication between Client and VirtualView is handled by ClientServerCommunicator and ServerClientCommunicator. The exchanged objects are Requests and Responses

