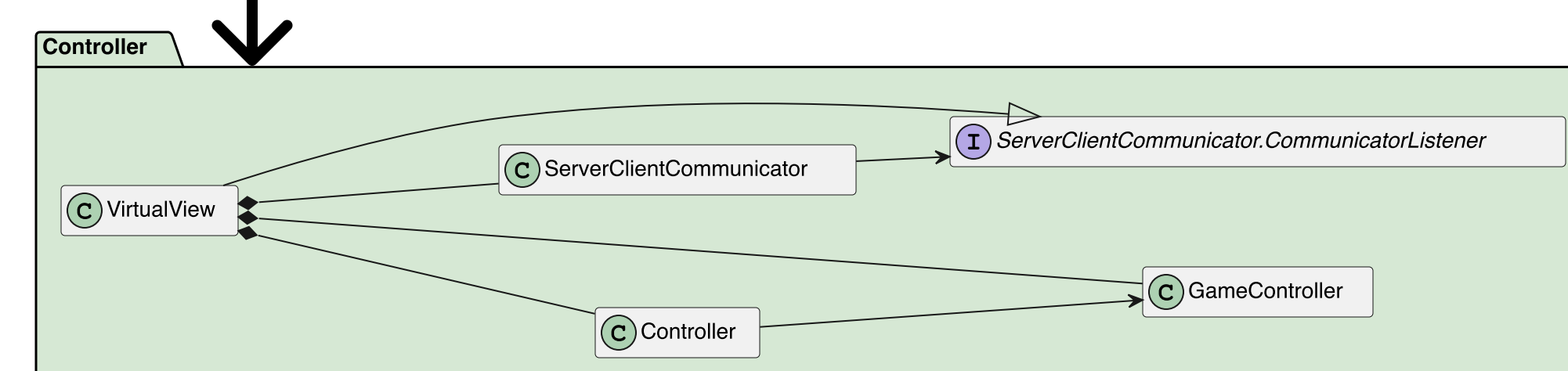
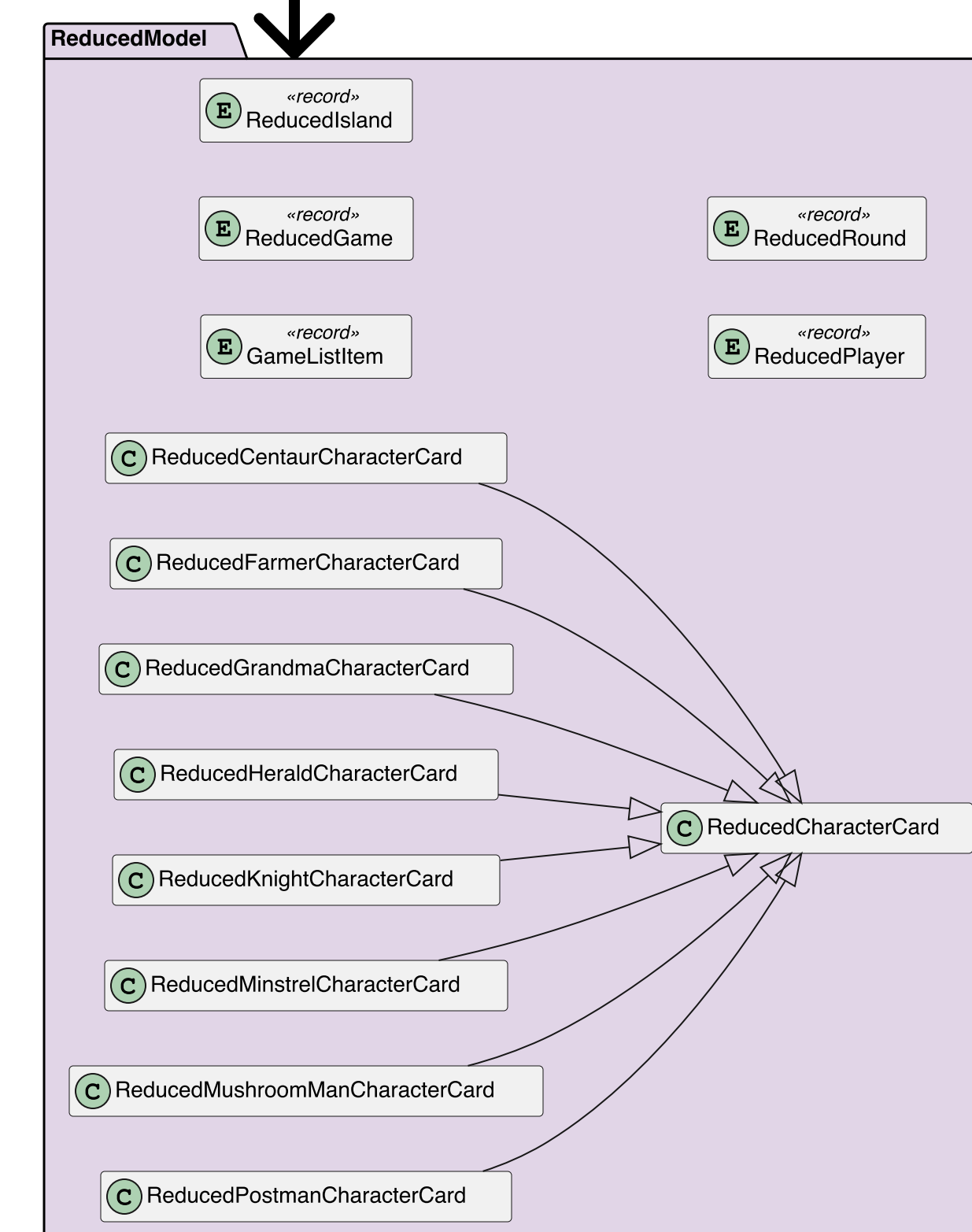


Controller is a singleton across the server, it contains the list of Game(s) and the list of connected clients.

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

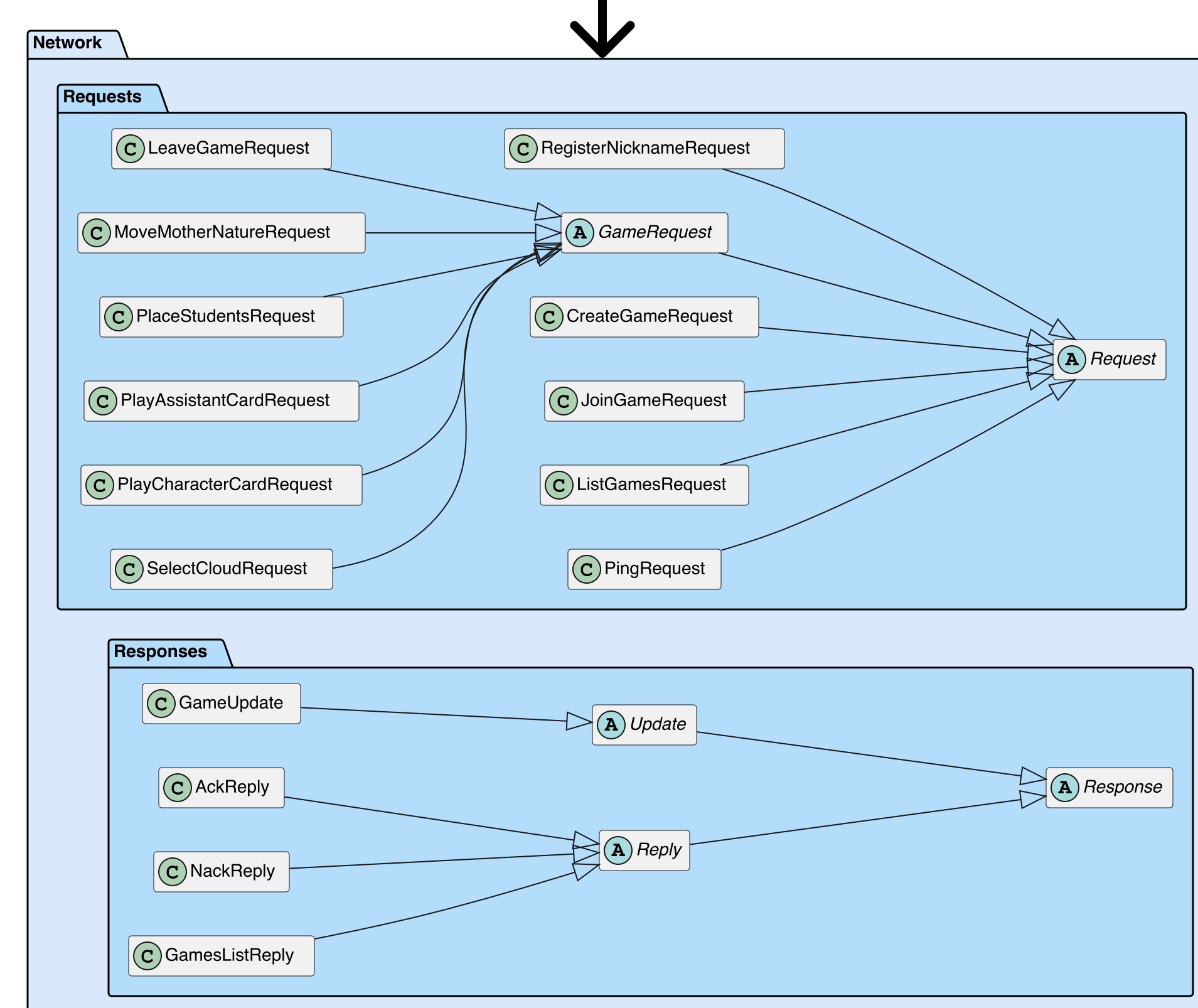


This is a reduced version of the model containing the least amount of information needed by the client. This is done in order to keep the network as light as possible.



Objects of the reduced model coming from the network are passed to CLI and GUI views to be displayed.

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.

