

Client

Responsibilities:

- Send Player actions to the Server
- Receiving World updates from the Server

Collaborators:

- Server
- UDPReceiver

Server

Responsibilities:

- Receiver Player actions from Clients
- Send World updates to Clients

Collaborators:

- ConnectedClient
- Client
- UDPReceiver

ConnectedClient

Responsibilities:

- Holds on to the information regarding an individual remote client.

Collaborators:

- Server

UDPReceiver

Responsibilities:

- Listens to

Collaborators:

- Client
- Server

Snapshot

Responsibilities:

- Holds all information regarding changes in the World state

Collaborators:

- Client
- Server
- ConnectedClient

Action

Responsibilities:

- Holds information about a Clients desired actions.

Collaborators:

- Client
- Server
- ConnectedClient