Main GameClient Host ClassRegister PlayerWonPacket Server kryoServer + IPlayer player + Client kryoClient + int updPort + Game game + int udpPort + int tcpPort registerAll() PlayerWonPacket() + int udpPort + GameClient gameClient PlayerWonPacket() + HashMap playerMap + int registersRecieved recieved() GameClient() PlayerDataPacket CardListPacket connectTo() recieved() connected() Host() + ArrayList<ICard> cards + ArrayList<IPlayer> players connected() pick() getGame() disconnected() processRound() PlayerDataPacket() CardListPacket() positionCheck() dealCards() getGameClient() sendPlayerWonMessage() sendNewPlayerData()

AddPlayerPacket

+ IPlayer player

AddPlayerPacket()

AddPlayerPacket()

ComputerPlayer HumanPlayer **IPlayer** AbstractPlayer + String playerName + ArrayList<ICard> deck + ArrayList<ICard> registers ComputerPlayer() HumanPlayer() clearRegisters() + ArrayList<ICard> lockedRegisters repair() + boolean alive applyDamage() + int damageTokens getAlive() + int lifeTokens moveRobot() + Direction orientation setPos() + Vector2 playerPos setOrientation() setRegisters() rotateRobot() AbstractPlayer() getPos() applyDamage() getPlayerName() getAlive() getOrientation() repair() getRegisters() kill() moveRobot() rotateRobot() setRegisters() getPlayerName() setPos()

+ IBoard board -BitmapFont font -Direction right -OrthogonalTiledMapRenderer renderer -Direction left -OrthographicCamera camera Game() -GameClient gameClient getBoard() getReverse() -Host host getRight() getLeft() create() render() resize() pause() resume() startAsHost() startAsClient() CardMove CardTurn Deck + ArrayList<ICard> cards + int steps + int turnSteps + int priority + int priority Deck() cardMove() CardTurn() generateFullDeck() toString() toString() shuffle() compareTo() getTurnSteps()

getPriority()

hashCode()

compareTo()

equals()

Game

+ ArrayList<IPlayer> players

getPos()
setOrientation()
getOrientation()

Direction

-Direction reverse

getPriority()

hashCode()

getTileTextureSize()

getBOARD_WIDTH()
getBOARD_HEIGHT()

setPlayers()

getSteps()

equals()

IBoard Board -String[] robotTextureNames + int getTileTextureSize() + int getBOARD_WIDTH() + BOARD_WIDTH + BOARD_HEIGHT + getBOARD_HEIGTH() -int tileTextureSize -TiledMap tiledMap drawPlayers() -Hashmap layers clearAllPlayerPos() -ArrayList playerCells addPlayer() -Arraylist players getElementInPos() setPlayers() Board() addPlayer() drawPlayer() clearPos() clearAllPlayerPos() getElementInPos() getTiledMap()

IBoardElement

ICard

+ int getPriority

+ int compareTo

GUI

-SpriteBatch batch