Main **IBoard** Board -string robotTextureNames + int BOARD WIDTH + int BOARD\_HEIGHT drawPlayers() -int tileTextureSize clearAllPlayerPos() -TiledMap tiledMap addPlayer() -Hashmap layers getElementInPos() -ArrayList playerCells getSpawns() -ArrayList players setPlayers() getTiledMap() getTileTextureSize() Board() getLayers() canMove() getBOARD\_WIDTH() getFlags() getBOARD\_HEIGHT() addPlayer() canMove() drawPlayers() clearPos() getFlags() clearAllPlayerPos() getElementInPos() getSpawns() getLayers() getTiledMap() getTileTextureSize() setPlayers() getBOARD\_WIDTH() getBOARD\_HEIGHT() **ICard** CardMove CardTurn + int turnSteps + int steps + int priority + int priority compareTo() getPriority() CardMove() CardTurn() toString() toString() compare TogetTurnSteps() getPriority() equals() hashCode() getSteps() equals() compareTo() hashCode() GUI Direction + NORTH, EAST, SOUTH, WEST -enum GUI\_STATE -Direction reverse -HashMap textures -SpriteBatch batch -Direction right -BitmapFont font -Direction left -OrthogonaltiledMapRenderer renderer -Vector2 vector -OrthographiocCamera camera -TextInput textlistener getReverse() -GameClient gameClient getRight() -Host host getLeft() -GIU\_STATE currentState getVector() create() dispose() render() resize() pause() resume() startAsHost() startAsClient() Host GameClient ClassRegister -int udpPort -int udpPort -int tcpPort -int tcpPort + Server kryoServer + Client kryoClient registerAll() + GameClient gameClient + IBoard board + HashMap playerMap + ArrayList spawns GameClient() + ArrayList flags connectTo() + int registersRecieved connected() recieved() Host() connected() recieved() disconected() processRound() positionCheck() collisionCheck() dealCards() sendPlayerWonMessage() sendPlayerData() getGameClient() PlayerWonData PlayerDataPacket CardListPacket + IPlayer player + ArrayList players + ArrayList cards PlayerWonPacket() PlayerDataPacket() CardListPacket() **IPlayer** Player + String playerName + ArrayList deck + ArrayList registers applyDamage() + ArrayList lockedRegisters repair() + ArrayList visitedFlags getAlive() + int damageTokens moveRobot() + int lifeTokens kill() + Direction orientation rotateRobot() + Vector2 playerPos addVisitedFlag() + Vector2 spawnPos setPost() setOrientation() setRegisters() Player() getPos() applyDamage() getPlayerName() repair() getOrientation() getAlive() getRegisters() kill() getVisited() moveRobot() rotateRobot() setRegisters() getVisited() addVisitedFlag() getRegisters() getPlayerName()

setPos() getPos() setOrientation() getOrientation() Deck

+ ArrayList cards

generateFullDeck()

Deck()

shuffle()