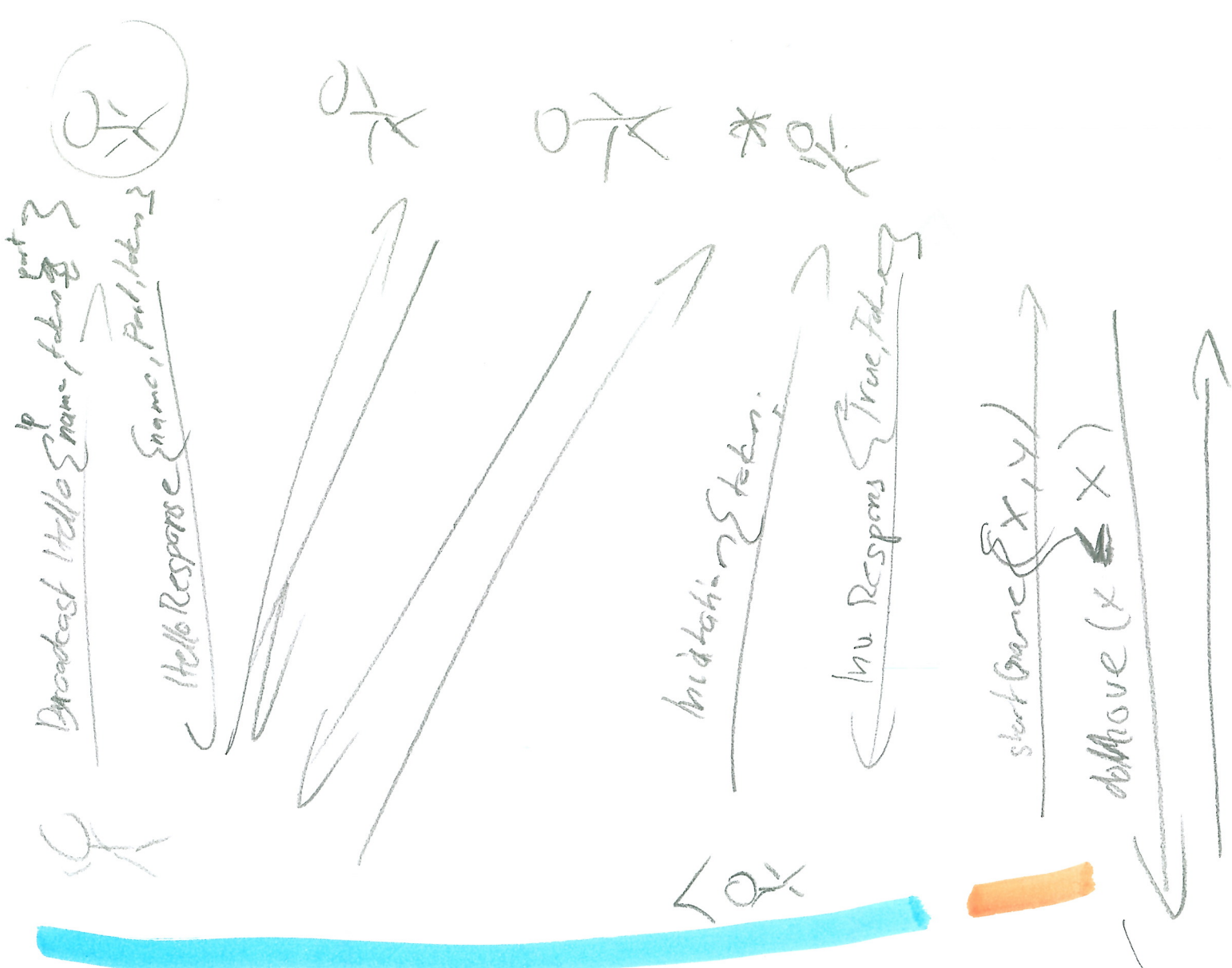


wan  
 Network Env  
 + init (player Name);  
 + broadcast HelloMessage Q;  
 \* ~~send~~  
 + send Invitation (Player);  
 + send InvResponse (Player, true);  
 + send Move (Player, newX);  
 + send Strike (x, y, Player);  
 + add NewPlayerListener (listener);  
 + add InvitationListener (listener);  
 + ~~add~~ add MoreListeners (listeners);  
 + add StartGameListener (listener);  
 wan: Main



game logic

Marius

init (x, y, gameTheory);

init (x, y);

doMove(x);

isGameOver : Enum { notOver, over, win, overLoos, over, ~~tie~~ tie }

Pilele

Game Theory

game theory

~~Min~~ (depth)

[x]

getNext Move (x) ; next x

David

StateScreen:

—> UI: get Name, Style, NetworkPlayer, load game

~~UI~~

Name, {Style, Network, load}

— Network Init [Search Player:]



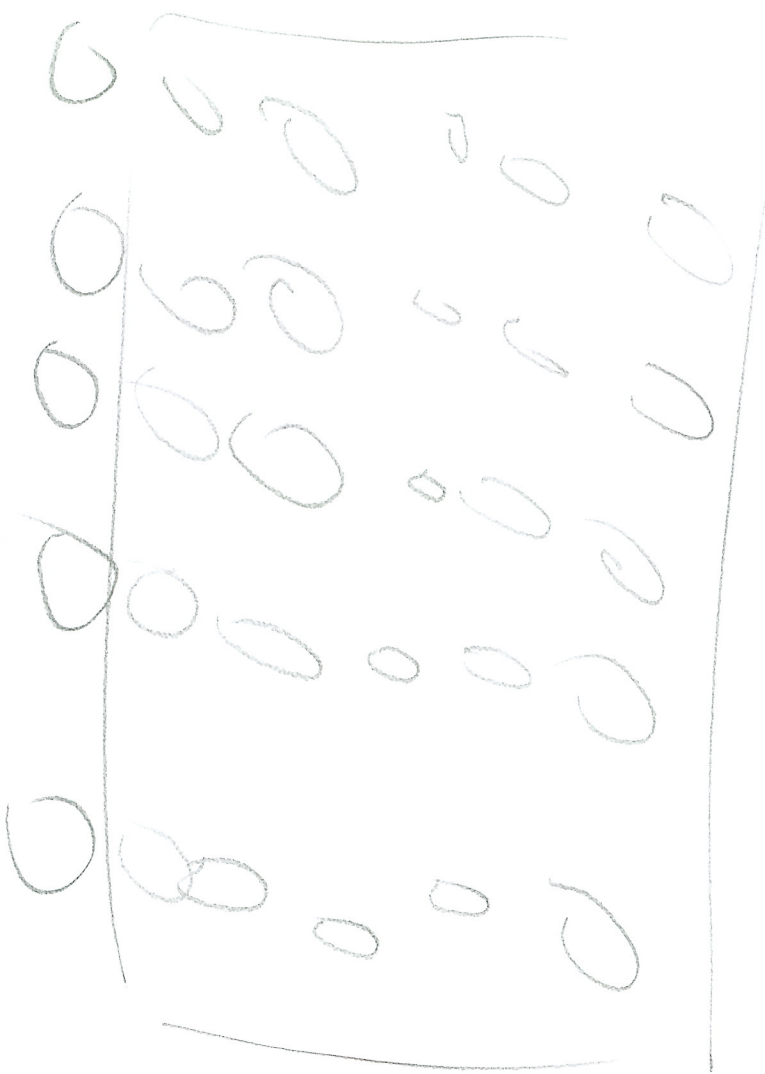
Invite

XY would like to play

Accept

SendStart  
Init(gameLogic)

do have



celebrate