

M: EvalEvent(Event) → UPDATEMODEL

InitModel(Event)

HandlePress(MouseEvent)

Drag

Release

Model

MainMenu

C: GameState

M: WakeUpView(Event)

AppendDiscard(Card)

UpdateCardsOnTable(Card)

UpdatePlayerHand(Player, Card)

F: HintsRem(Int) Inc, Dec

FusesRem(Int) Dec

CardsRem(Int) Dec

TimeRem(Int) Dec

Score(Int) Inc

CardsOnTable(Array<Card>)

DiscardPile(LinkedList<Card>)

Players(Array<Player>)

Turn(Int) Inc

C: ClientState

M: SelectCard(Int, Int)

ToggleMenu(Str)

SelectAction(Str)

F: PlayerSelected(Player)

MenusOpen(Dict<Str: Bool>)

ActionSelected(Str)

Notes(Array<Hints>)

Buttons(Array<Button>)

Controller

M: ReceiveServerData(Reader)

InitGame(Strings)

ParseJSON(JSONpacket) → Event

SendMove(JSONpacket)

PackStream(Move) → JSON

F: Socket(protocol, int)

BufferedReader(InputStream(Socket))

PrintStream(Socket)

Event(Dict)

EventStack(LinkedList<Dict>)

CurrentState(Str)

C: Player

MA: UpdateHand(Int, Card)

F: Hand(Array<Card>)

isTurn(Bool)

Position(Int)

C: Button Imps Listener

F: Location(Int, Int)

Clickable(Bool)

Text(Str)

Selected(Bool)

Hovering(Bool)

C: Card Imps Listener

F: Hovering(Bool)

Color(Str)

Number(Str)

Clickable(Bool)

Selected(Bool)

C: Hints

F: Hints(2D
Array<Button>)

I: Listener

M: Selected()

Hovering()

View

M: DrawFrame()

DrawAnimation(Event)

F: Graphical(Dict<FileName, Obj>)

MyModel(Model)

MyController(Controller)