

# Gra Azul

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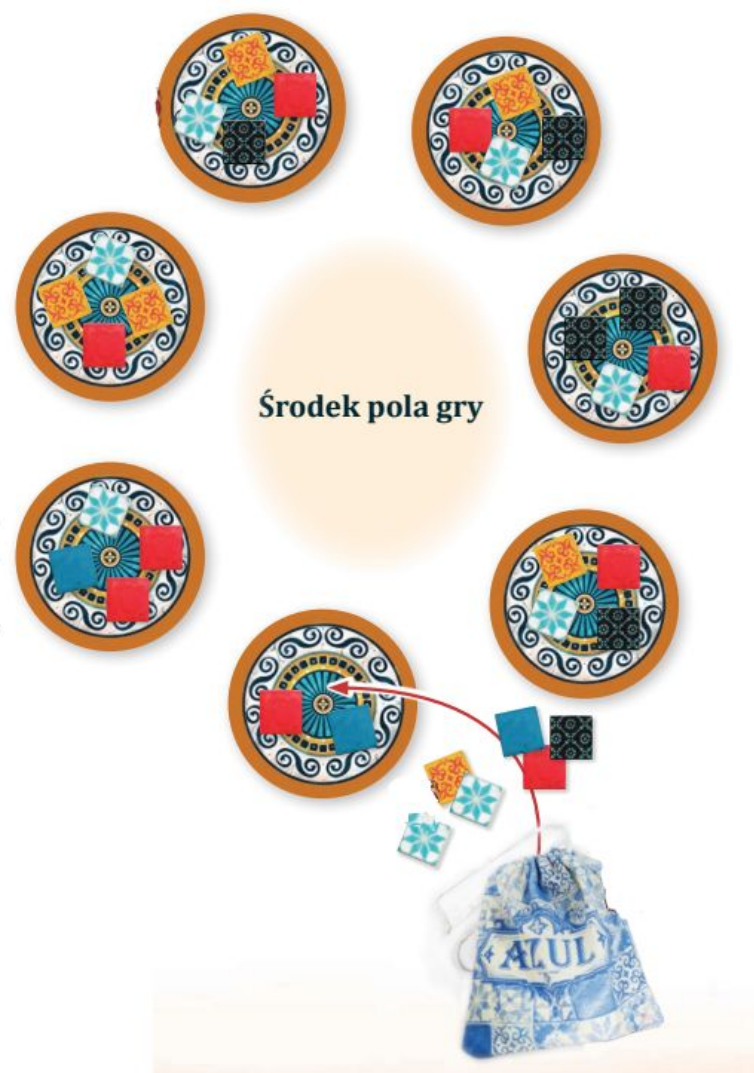
# Czym jest “Azul”?



# Plansza “Azul”



# Warsztaty



# Pakiet azul

## Klasy:

- Bag
- Board
- Box
- Floor
- Mosaic
- Player
- Workshop
- Round
- Score
- (I) Storage
- (E) Tile
- TileDrawingPool
- Wall

# Pakiet client

Klasy:

- Client
- ClientCommunication

# Pakiet server

## Klasy:

- Server
- Session
- ServerCommunication
- ClientManager

# Pakiet gui

## Klasy:

- BoardGUI
- InputWorkshopGUI
- Interface
- MosaicGUI
- MouseHandler
- TableGUI
- TileGUI
- WorkshopGUI



# Pakiet gamestate

## Klasy:

- Loader
- Saver



Dziękujemy za uwagę.

A dark blue diagonal gradient bar that starts from the bottom left corner and extends towards the top right corner, covering the lower half of the slide.