

Chatbox Class:

```
chatPanel: JPanel
textDisplay: JTextArea
textEntry: JTextArea
scrollText: JScrollPane
send: JButton
pw: PrintWriter
br: BufferedReader
playerList: Player[]
```

```
ChatBox()
sendMessage()
receiveMessage()
setColors()
run()
```

```
public class MainWin:
```

```
    map: FullMap
    playerMap: MiniMap
    players: Player[]
    healthLabel: JLabel
    energyLabel: JLabel
```

```
    mainWin()
    main()
    run()
```

```
class drawPanel extends
JPanel
```

```
    drawPanel();
    paintComponent();
```

```
class FullMap extends JFrame
    playerList: Player[]
    obstacleList:
    ArrayList<Obstacle>
    itemList:
    ArrayList<item>
    drawing: drawPanel
    centerX: int
    centerY: int
```

```
=====

class MiniMap extends
FullMap
    currPlayer: player
```