

AUTORI

BONALI LUCA

LAMPARELLI ANDREA



DOCUMENTAZIONE PROVA FINALE

INDICE

STRUTTURA DEL PROGETTO	3
DIAGRAMMI UML	4
DIAGRAMMI DI SEQUENZA	0
MANUALE UTENTE	0
RINGRAZIAMENTI	0

STRUTTURA DEL PROGETTO:

PACKAGE SERVER ;

MAINSERVER ;

API : PAG 4

GAME_SERVER : PAG 5

MODEL;

ACTION_SPACES : PAG 6

BOARD : PAG 7

EFFECTS : PAG 9

FIELDS : PAG 10

TEST_MODEL ;

PACKAGE CLIENT ;

MAINCLIENT;

API;

CLI;

GUI;

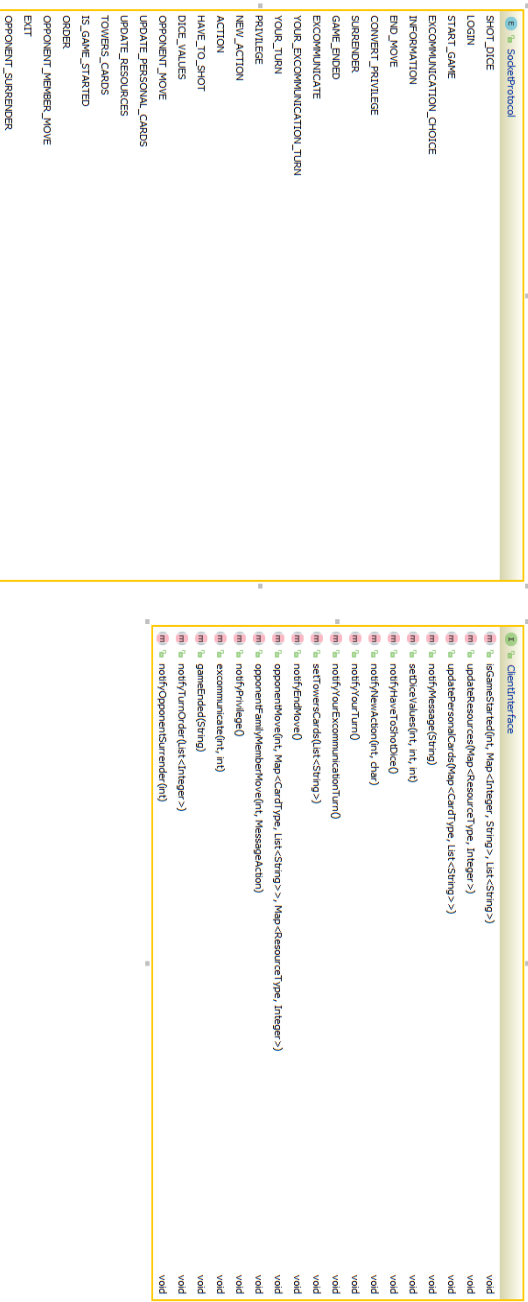
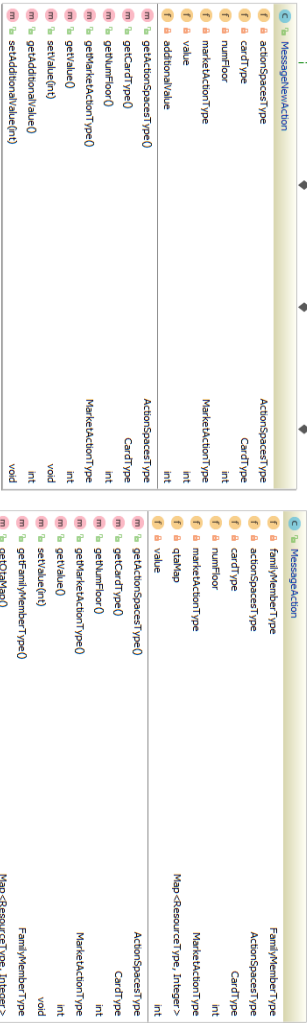
GAME_MODE_SELECTION;

GAME;

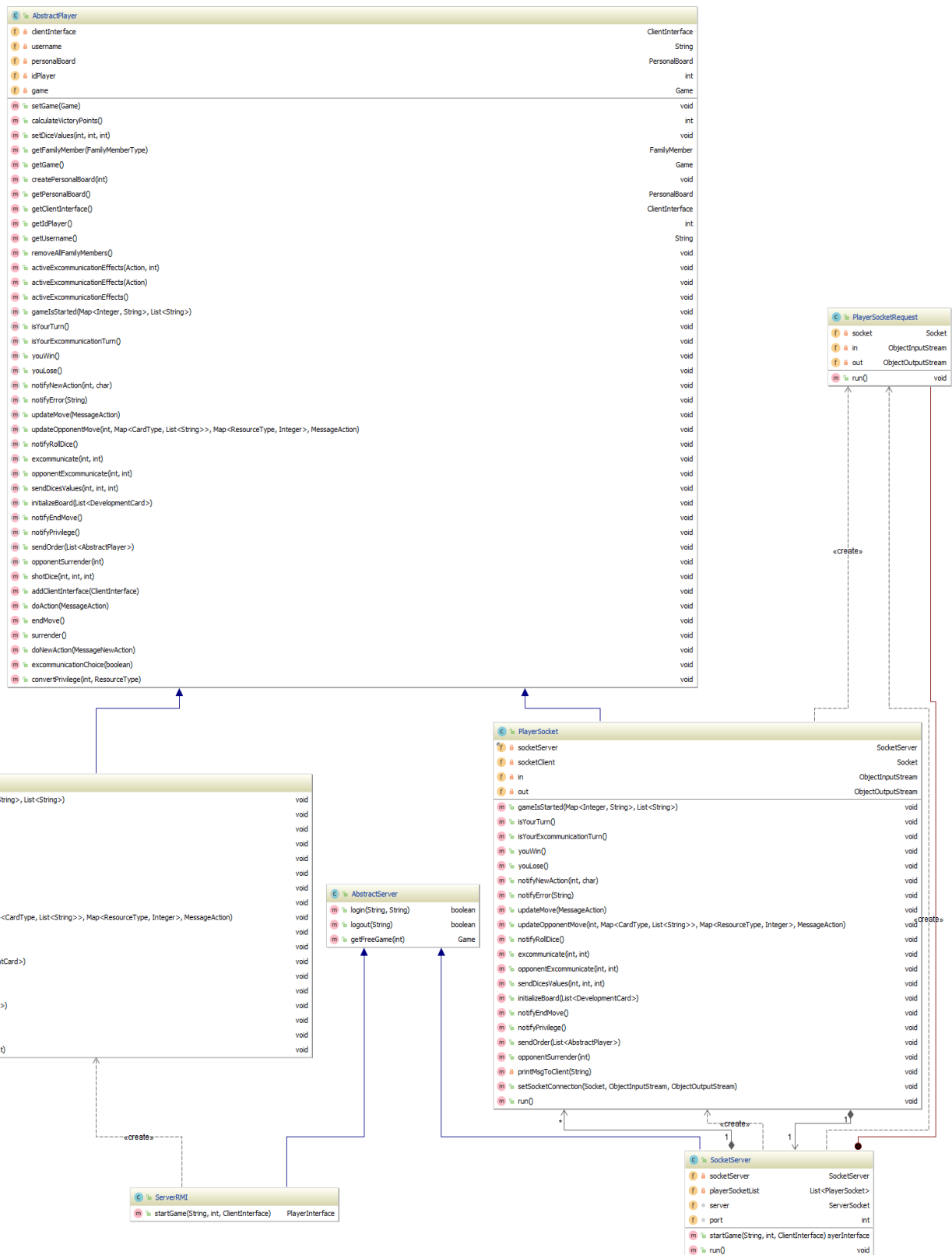
COMPONENT;

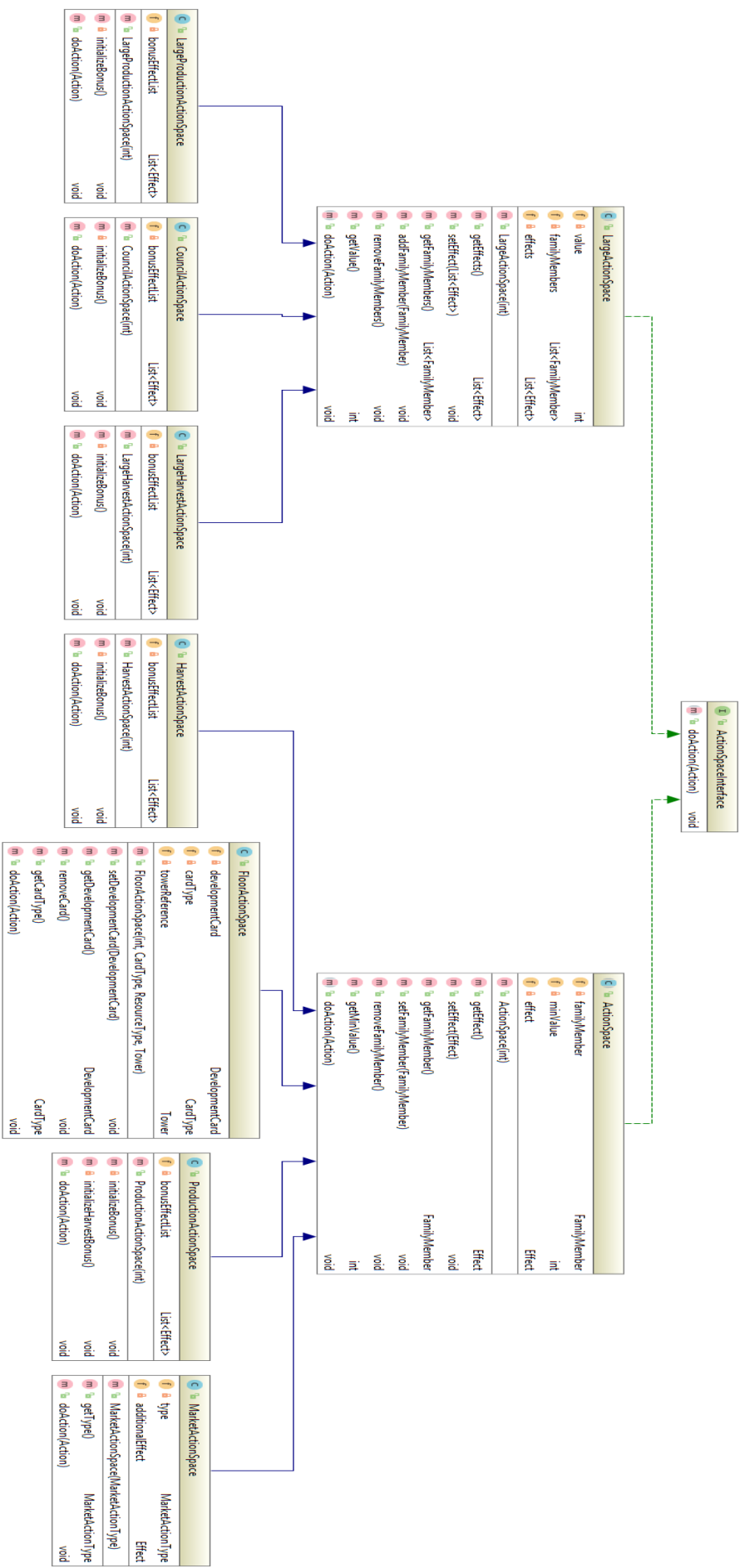
CLIENT;

Powered by



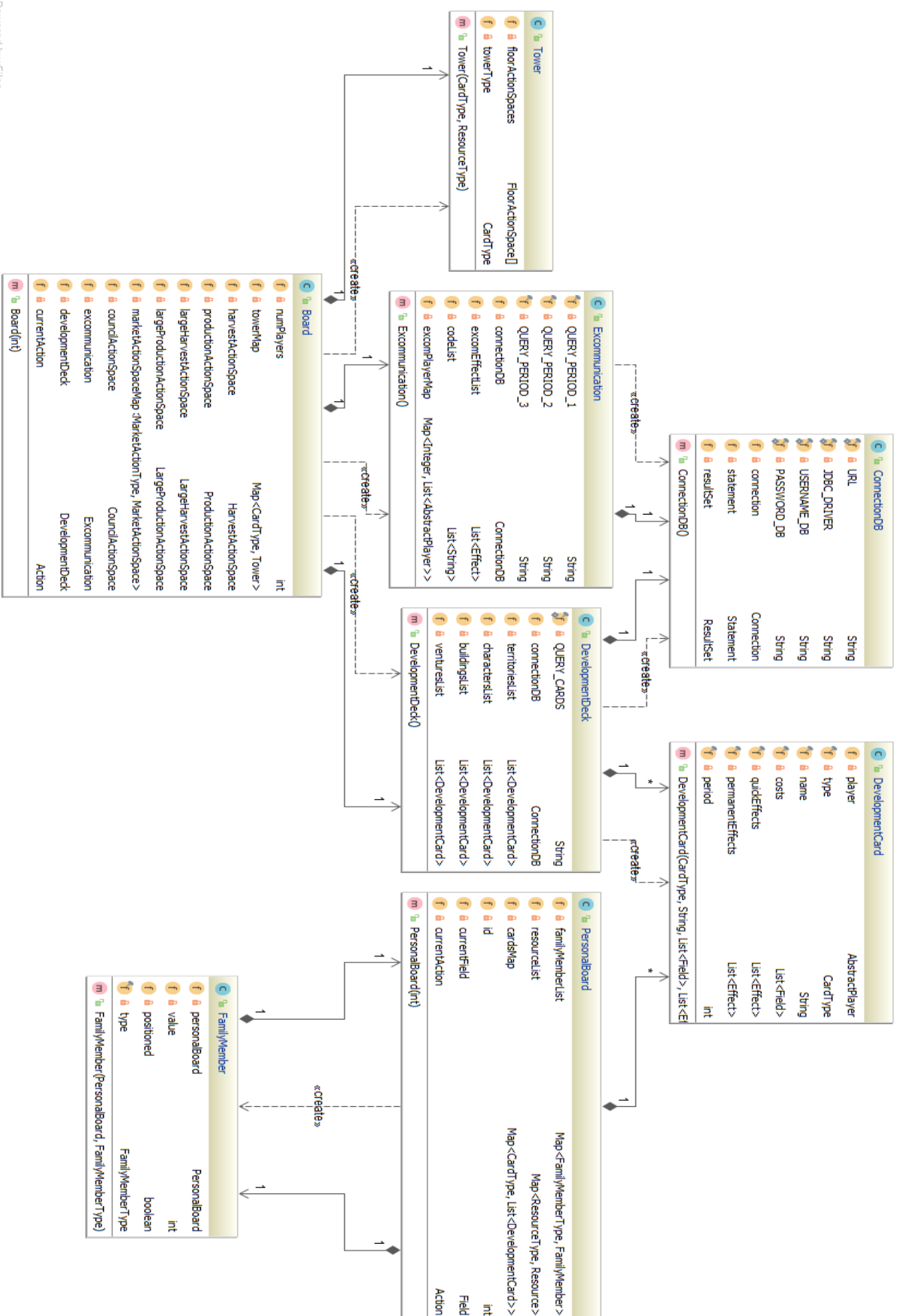
PACKAGE GAME_SERVER:



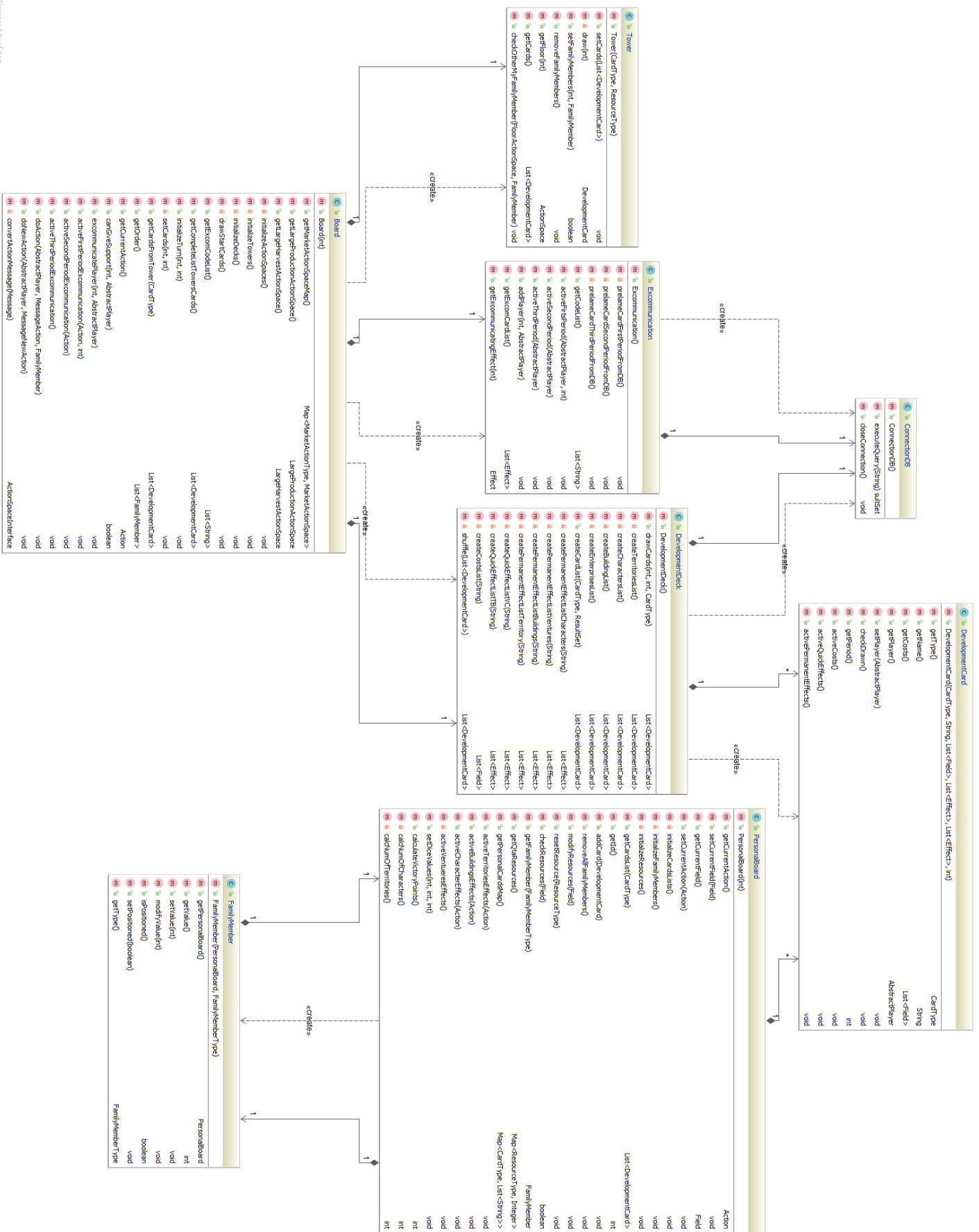


PACKAGE ACTION SPACES:

PACKAGE BOARD (ATTRIBUTES)



PACKAGE BOARD (METHODS)





PACKAGE EFFECTS:

