

CellsHandler

- int: DIM;  
- board: Cell[][];  
- gameSession: GameSession;

+ getSession(): GameSession;  
+ setSession(GameSession gameSession);  
  
+ getCell(Coord c): Cell;  
+ changeStateOfCell(Cell newDescriptionCell, Coord newCoord);  
  
+ findAllFreeCoords(): ArrayList<Coord>;  
+ selectAllFreeCoords(ArrayList<Coord> positions): ArrayList<Coord>;  
  
+ findWorkersNeighbouringCoords(Player player): HashMap<Coord, ArrayList<Coord>;  
  
+ findNeighbouringCoords(Coord coord): ArrayList<Coord>;  
+ findSameDirectionCoords(Coord initialPosition, Coord finalPosition): ArrayList<Coord>;  
+ getCells(ArrayList<Coord> coordsToMatch): ArrayList<Cell>;

WorkersHandler

- gameSession: GameSession;  
- workers: List<Worker>;  
- cellsHandler: CellsHandler;

WorkersHandler(GameSession gameSession);

+ removeWorkers(Integer[] workersIds);  
  
+ addNewWorker(Color color);  
+ changePosition(Worker worker, Coord coordAfterMove);  
+ swapPositions(Worker currentPlayerWorker, Worker opponentWorker);  
  
+ getWorkers(): List<Worker>;  
+ getWorkers(Integer[] ids): List<Worker>;  
  
+ getWorker(Coord c): Worker;  
+ getWorker(int id): Worker;  
  
+ setInitialPosition(int idWorker, Coord initialCoord);

PlayersHandler

- players: ArrayList<Player>;

+ createNewPlayer(String nick) throws NickAlreadyInUseException;  
  
+ getPlayer(String nick): Player;  
+ getPlayer(int pos): Player;  
+ getNextPlayer(String currentPlayer): Player;  
  
+ getNumOfPlayers(): int;  
+ deletePlayer(String nick);  
  
+ setCardToPlayer(Player player, AbstractGodCard abstractGodCardChosen);

CardsHandler

- deckOfAbstractGodCards: List<AbstractGodCard>;  
- mapOwnerCard: HashMap<String, AbstractGodCard>;

+ getDeckOfAbstractGodCards(): List<AbstractGodCard>;  
+ getMapOwnerCard(): Map<String, AbstractGodCard>;  
  
+ setCardToPlayer(String nickOwner, String godName);  
+ removeCardToPlayer(String nickOwner);  
  
+ getCardOwned(String name): AbstractGodCard;  
  
+ addDecorator(String godNameAdding, DecoratorFactory factory);  
+ removeDecorator(String godNameRemoving, String decorator);