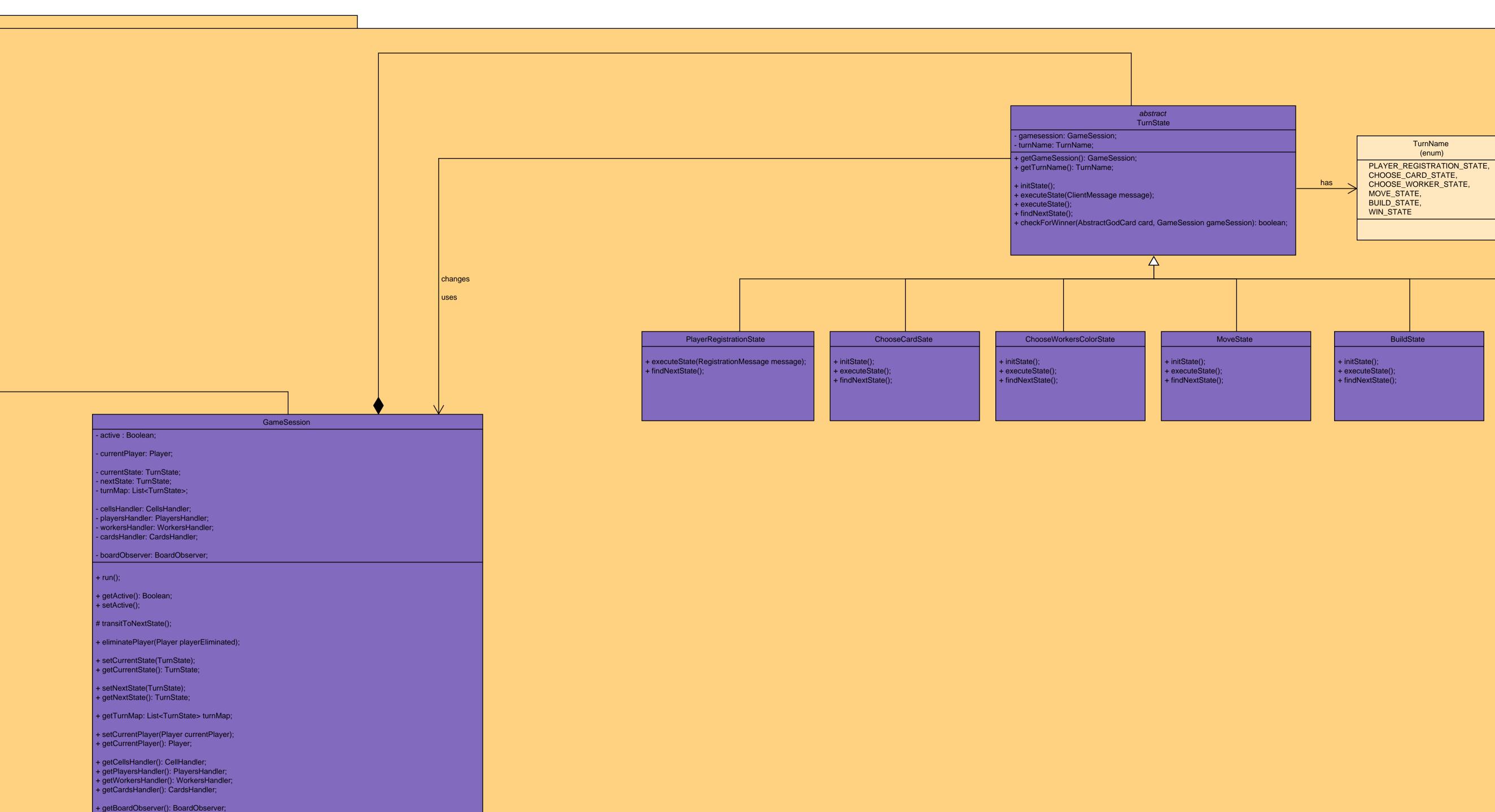
gameStates





+ synchronized unregisterFromGame(LeaveGameMessage message, ClientListener player); + sendEndingMessage(EndGameMessage messageToLosers, EndGameMessage messageForTheWinner, ArrayList<String> nicksExcluded); WinState

String winner;

+ setWinner(String winner); + executeState();