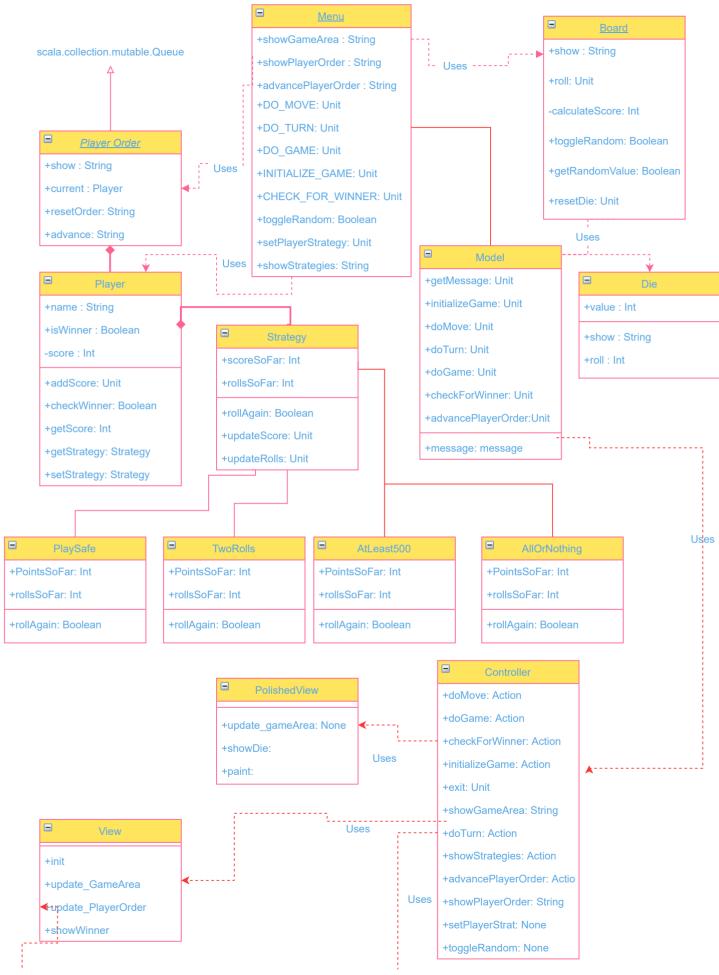
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## TextView +update\_PlayerOrder +showWinner: String +showStrategies +update\_GameArea +advancePlayerOrderButton +playerText: TextArea +northArea: FlowPanel +randomness: ComboBox +initializeGameButton: Butto +doMoveButton: Button +doTurnButton: Button +doGameButton: Button +showStrategiesButton: Butt +checkForWinnersButton: E +strategyPullDown1: Combc +strategyPullDown2: Combc +strategyPullDown3: Combc +strategyPullDown4: Combc +westArea: GridPanel +gameText: TextArea +gameArea: TextArea

+borderPanel: BorderPanel