

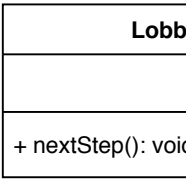




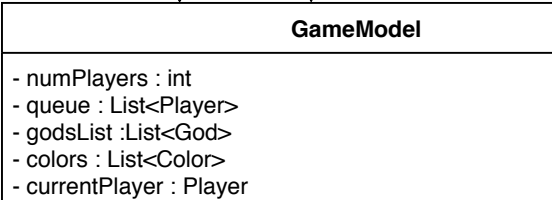


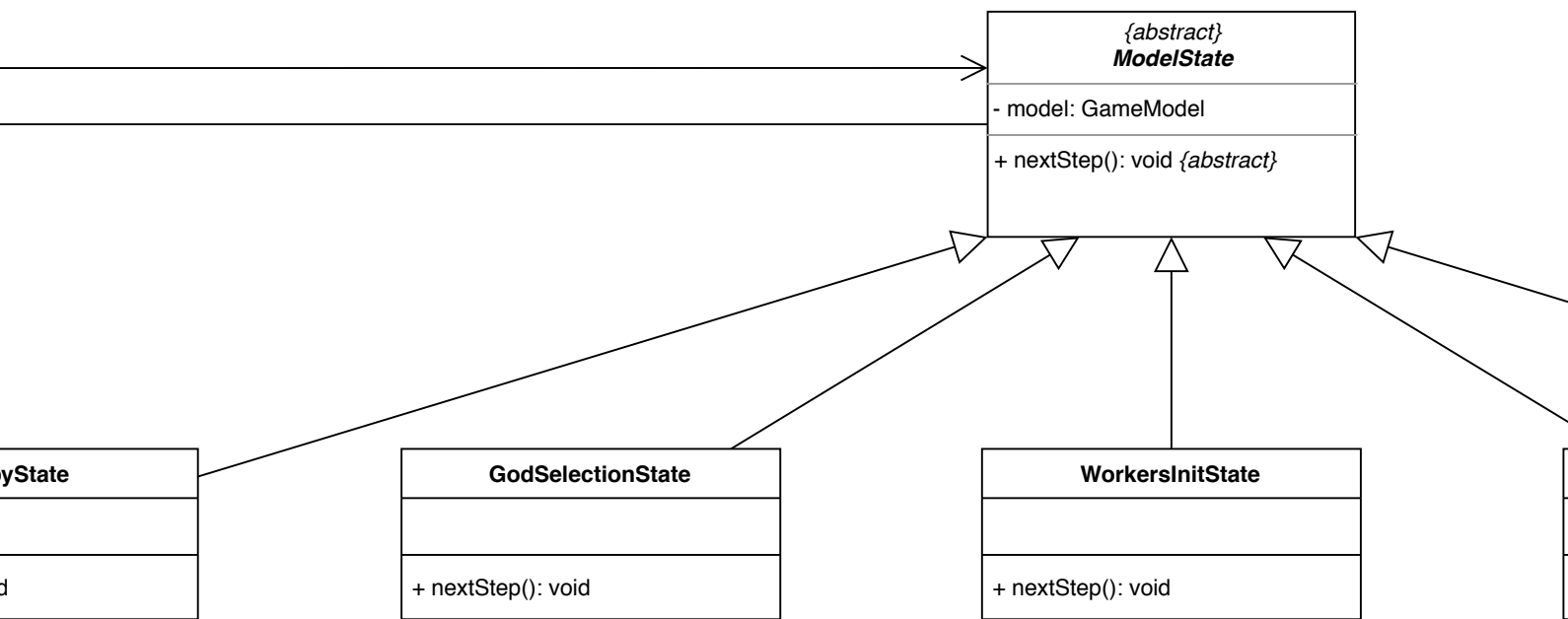


model

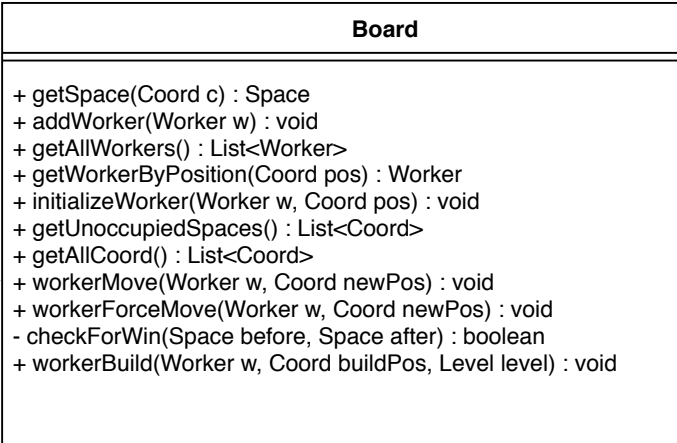
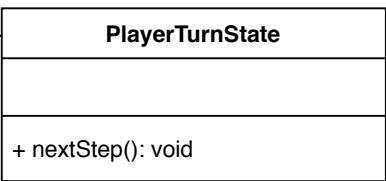
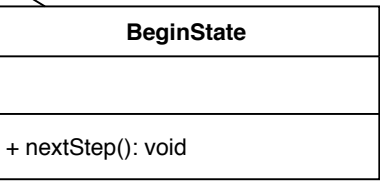


```
nextStep() {
    state.n
}
```





nextStep() {  
nextStep();  
}







Client

GUI

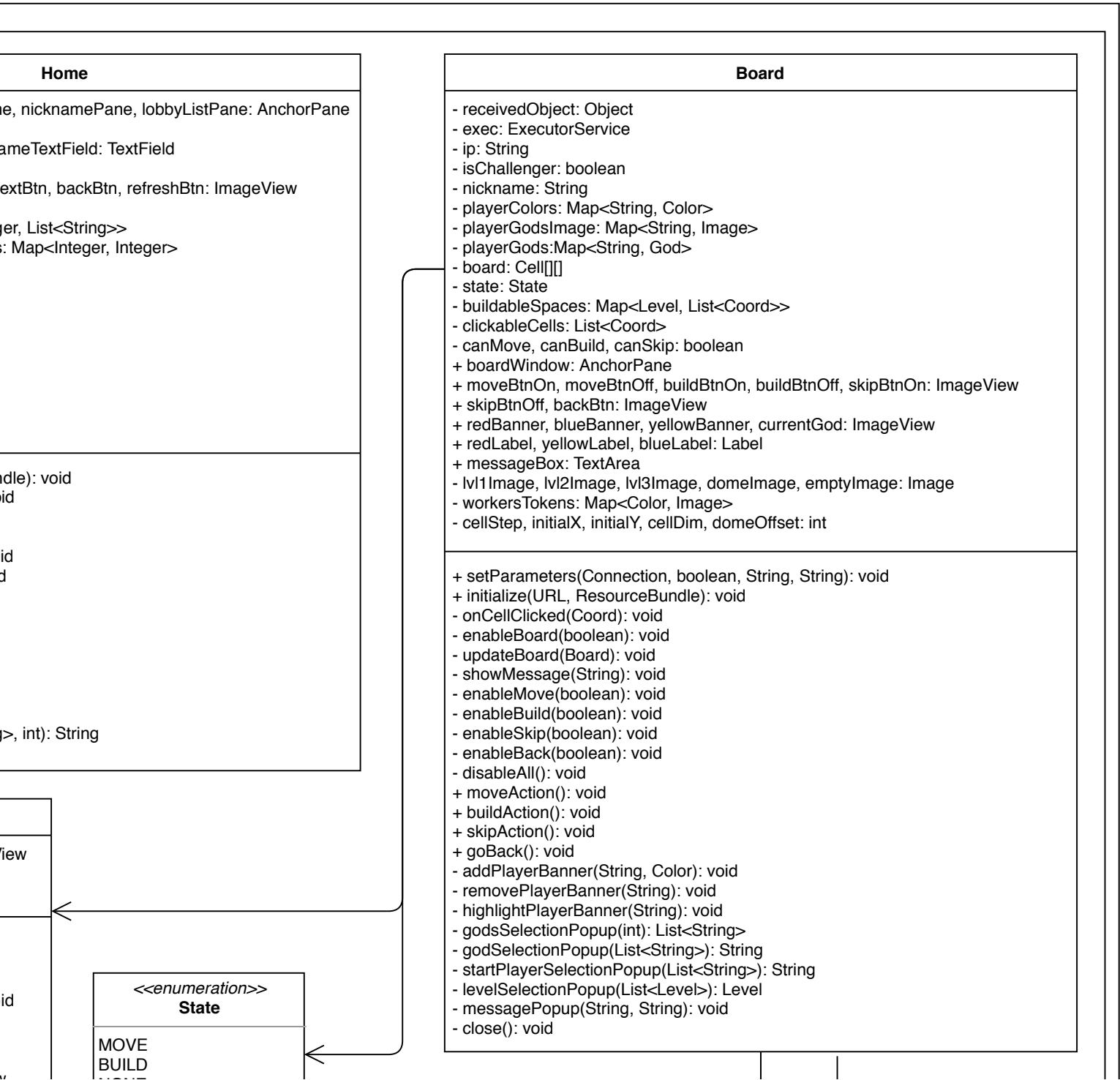
+ homePane, numPlayersPan  
+ numPlayersError: Label  
+ numPlayersTextField, nickna  
+ lobbyList: ListView<String>  
+lobbyListNext, numPlayersN  
- challenger: boolean  
- availableLobbies: Map<Integ  
- availableLobbiesMaxPlayers  
- nickname: String  
- numPlayers: int  
- socket: Socket  
- out: ObjectOutputStream  
- in: ObjectInputStream  
- isConnected: boolean  
- ip: String  
- root: Parent  
- loader: FXMLLoader

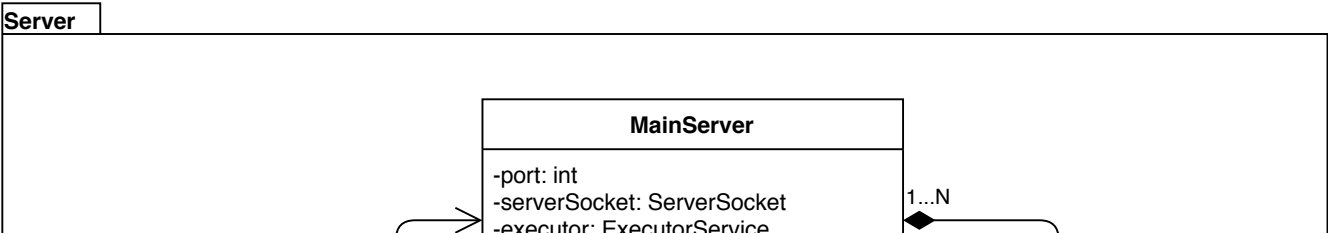
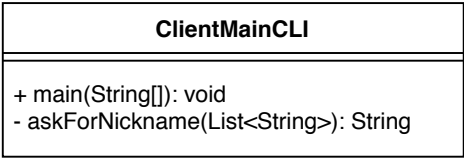
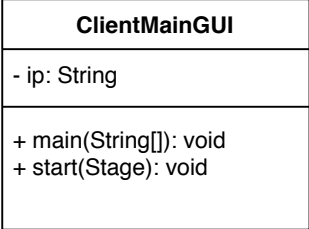
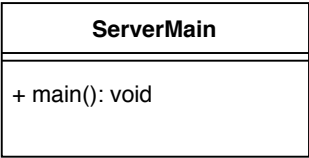
+ initialize(URL, ResourceBur  
+ connectToServer(String): vo  
+ isConnected(): boolean  
+ close(): void  
+ opponentsKeyPressed(): vo  
+ nicknameKeyPressed(): voi  
+ lobbylistKeyPressed(): void  
+ createGame(): void  
+ joinGame(): void  
+ backBtnClick(): void  
+ lobbyListNext(): void  
+ nicknameChosen(): void  
+ opponentsChosen(): void  
- lobbyToString(int, List<String  
+ showBoardWindow(): void

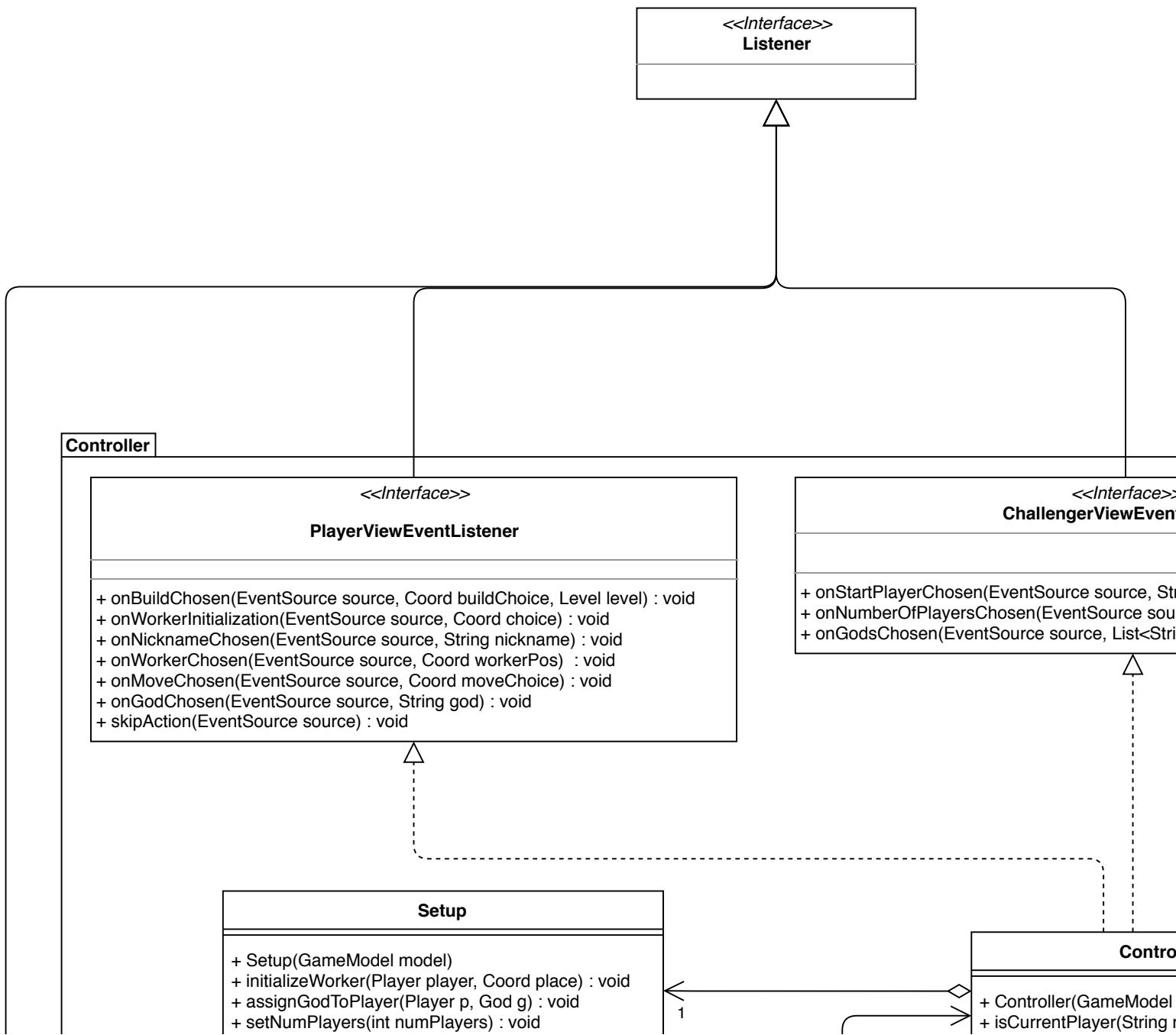
Cell

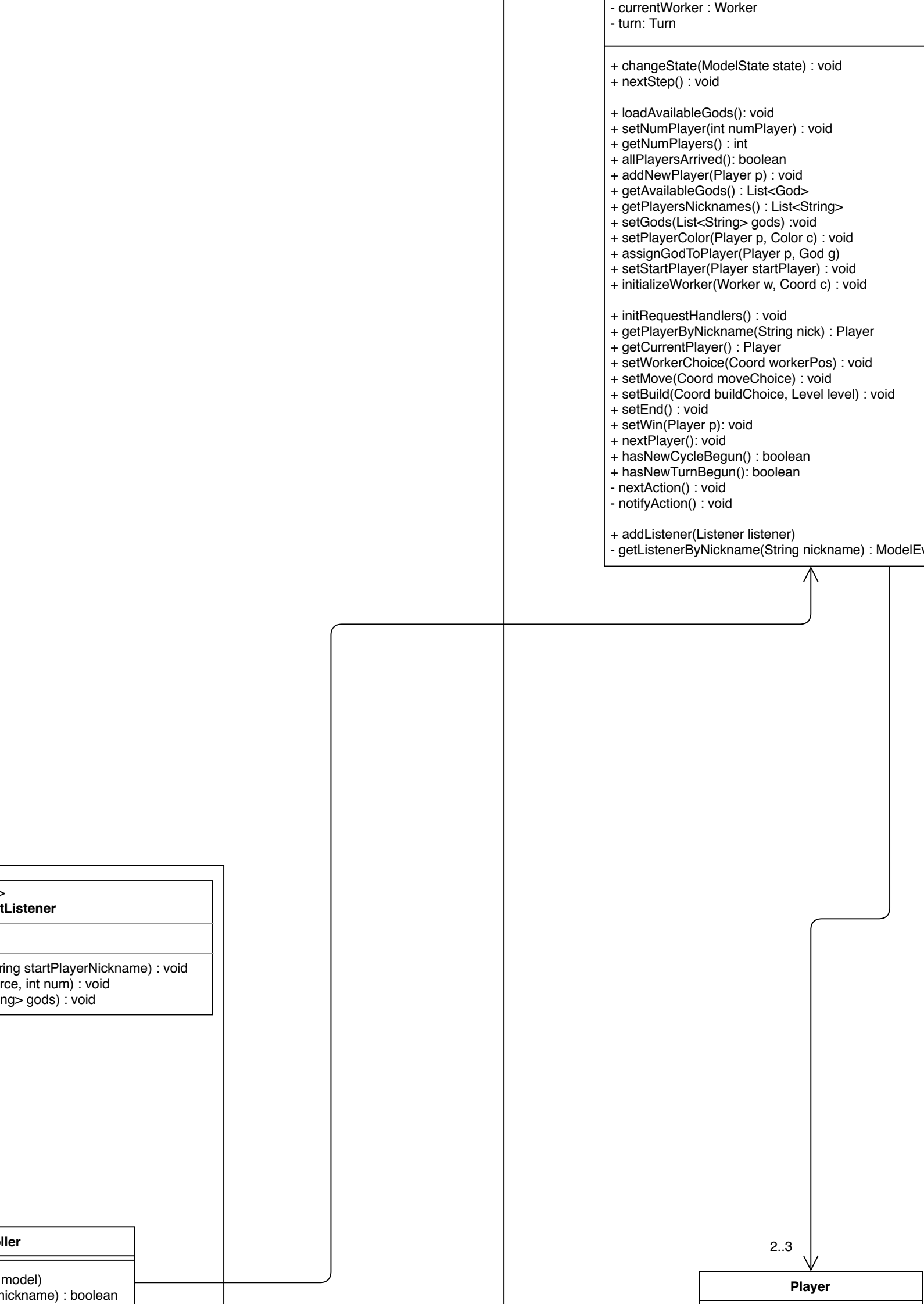
- level, dome, worker: ImageV  
- enabled: boolean  
- coord: Coord

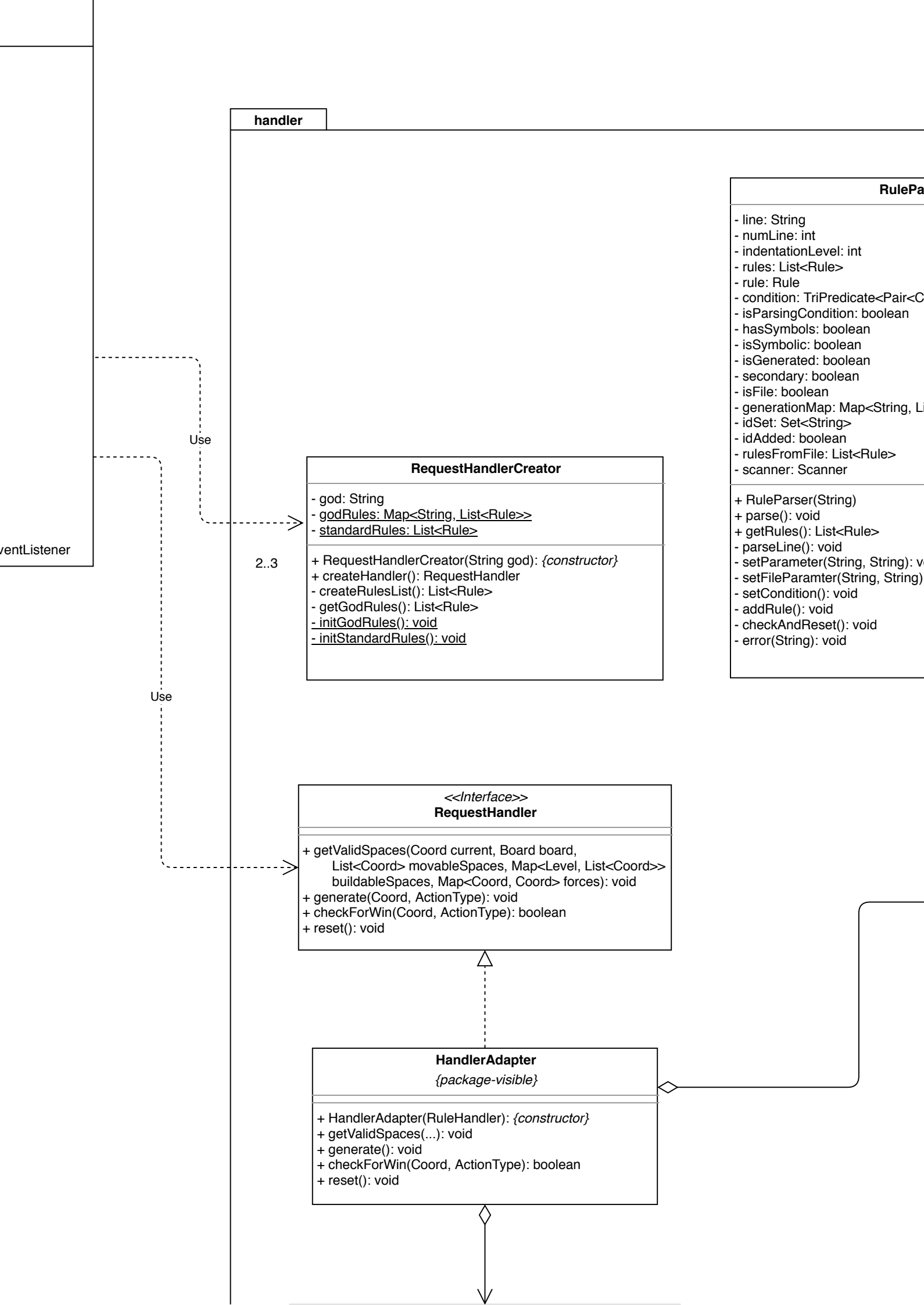
+ setPosition(int, int): void  
+ setLevellImage(Image): void  
+ setDomelImage(): void  
+ setWorkerImage(Image): vo  
+ resetImages(): void  
+ enable(): void  
+ disable(): void  
+ getLevellImage(): ImageV  
+ getDomelImage(): ImageV  
+ getWorkerImage(): ImageV

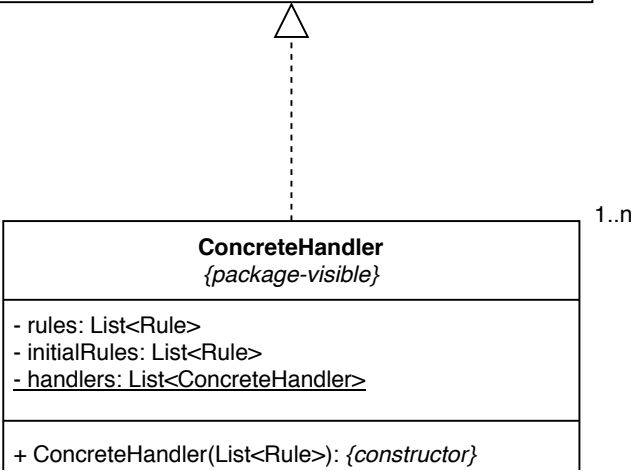
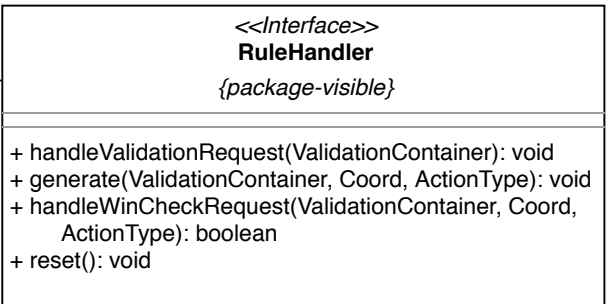
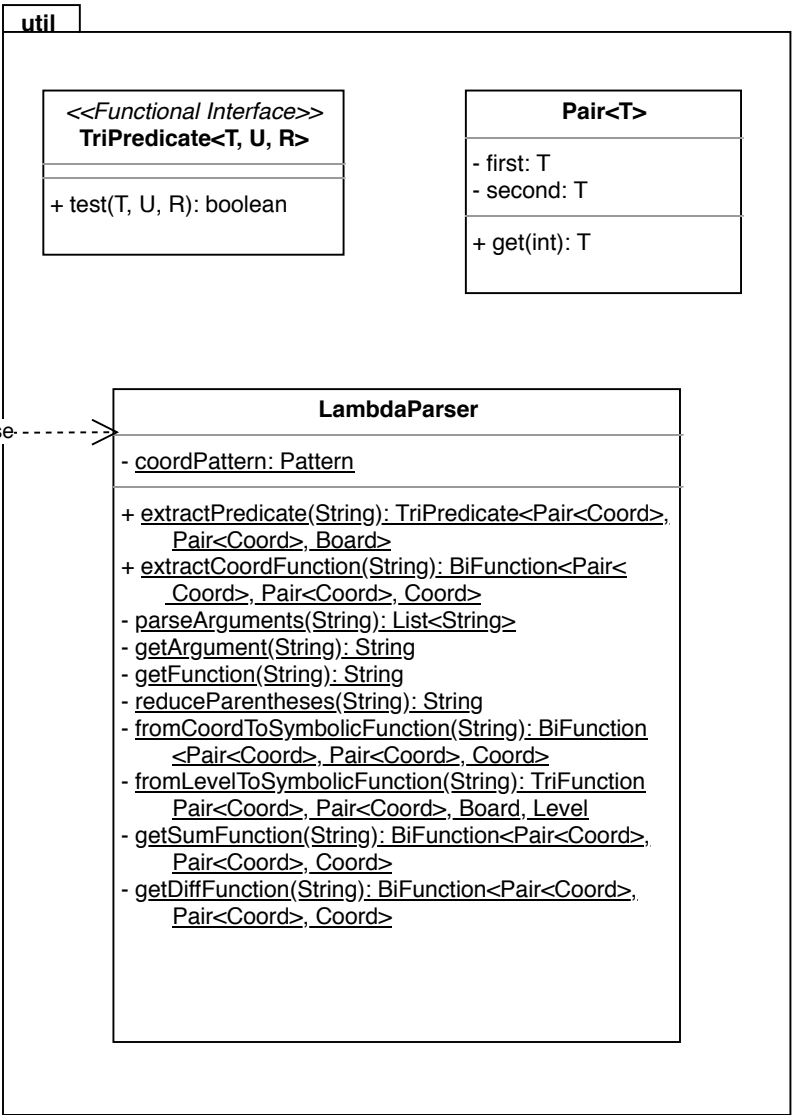
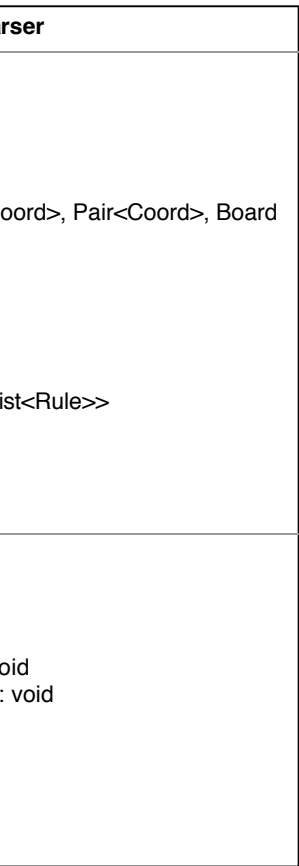














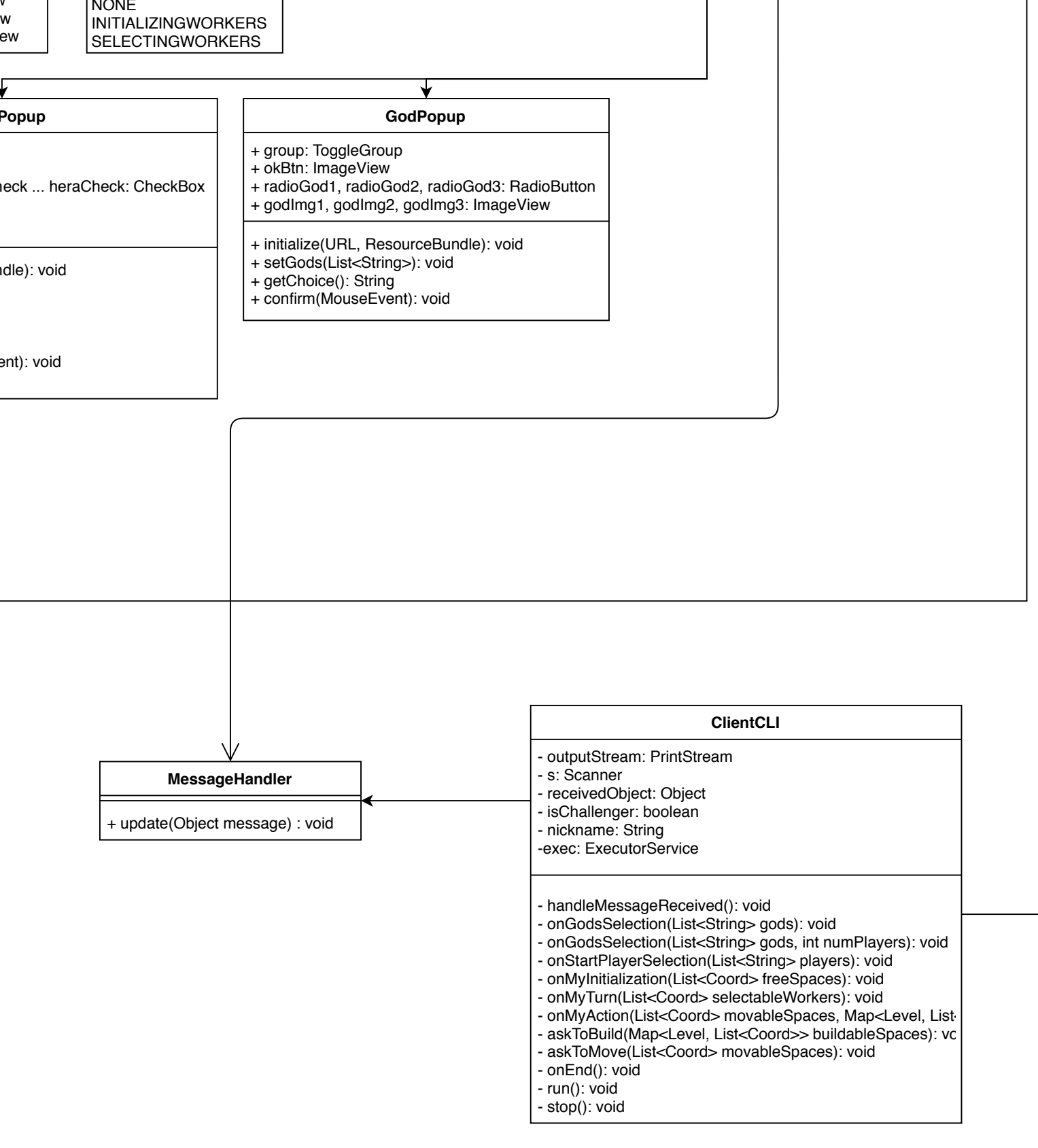


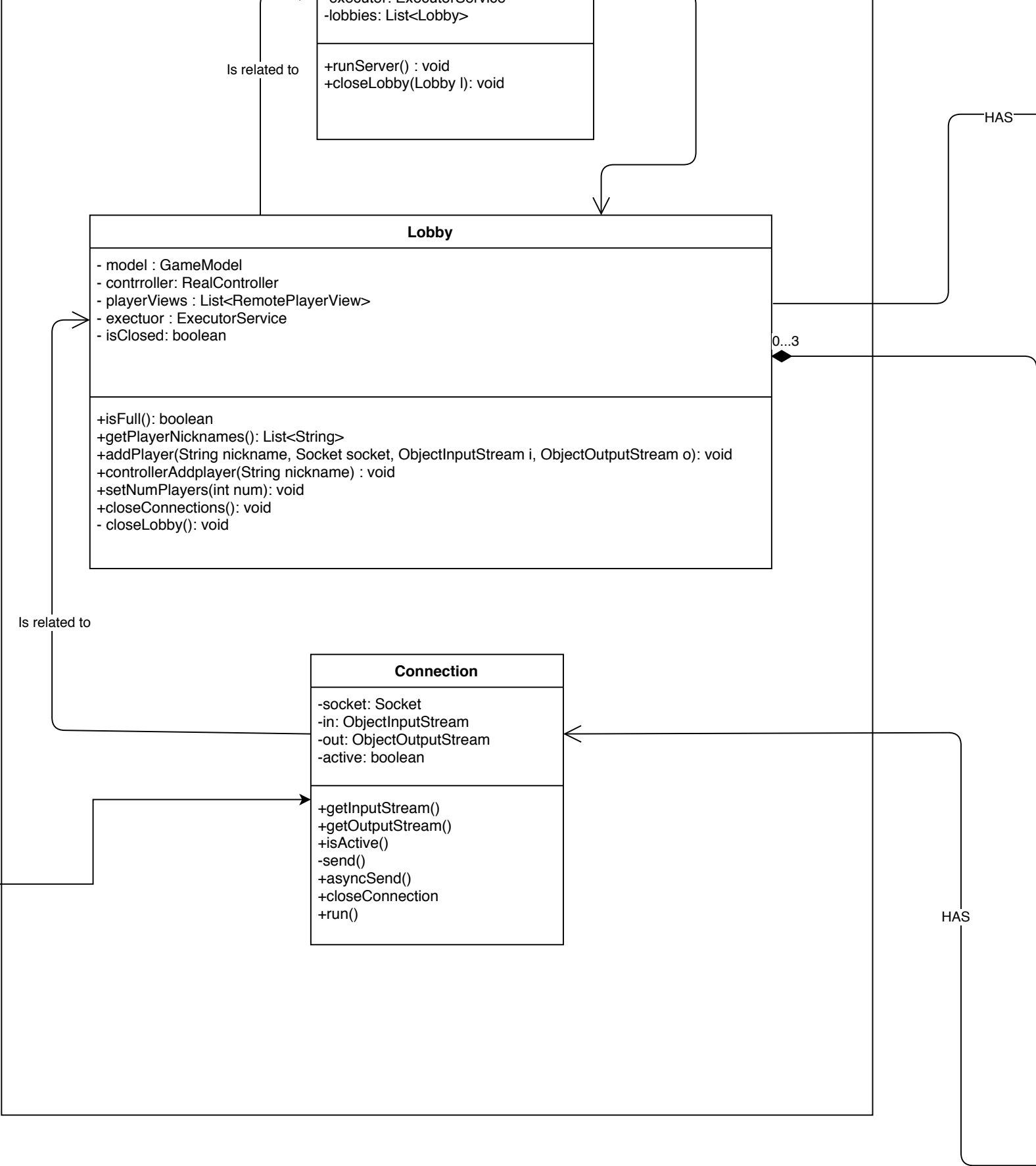
+ getLeveImage(): ImageView  
+ getDomeImage(): ImageView  
+ getWorkerImage(): ImageView

**Gods**

+ pane: AnchorPane  
- numPlayers: int  
+ apolloCheck, hephaestusCheck  
+ okBtn: ImageView  
- boxes: List<CheckBox>

+ initialize(URL, ResourceBundle)  
+ setNumPlayers(int): void  
+ getChoices(): List<String>  
- countChecked(): int  
- enableAll(): void  
+ checkBoxClicked(MouseEvent)  
+ confirm(MouseEvent): void





+ setGods(List<String> gods) : void  
+ setStartPlayer(Player p) : void  
+ addNewPlayer(Player p) : void

View

**<<Interface>>  
ModelEventListener**

+ onBoardChanged(Board board) : void  
+ onGameReady() : void  
+ onGodsChosen(List<String> gods) : void  
+ onPlayerAdded(String nickname, int numCurr, int numTot) : void  
+ onGodSelection(List<String> gods) : void  
+ onGodsSelection(List<String> gods, int numPlayers) : void  
+ onStartPlayerSelection(List<String> players) : void  
+ onMyInitialization(List<Coord> freeSpaces) : void  
+ onMyTurn(List<Coord> selectableWorkers) : void  
+ onMyAction(List<Coord> movableSpaces, Map<Level, List<Coord>> buildableSpaces, boolean canEndTurn) : void  
+ getNickname() : String

+ addL

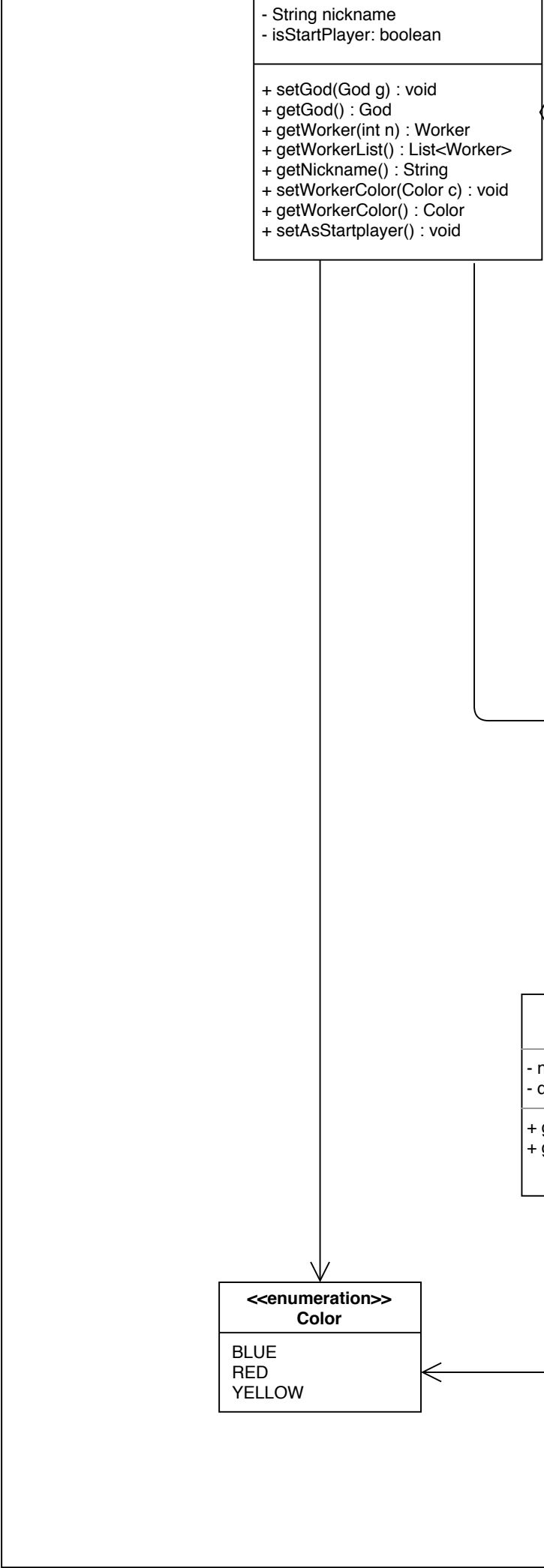
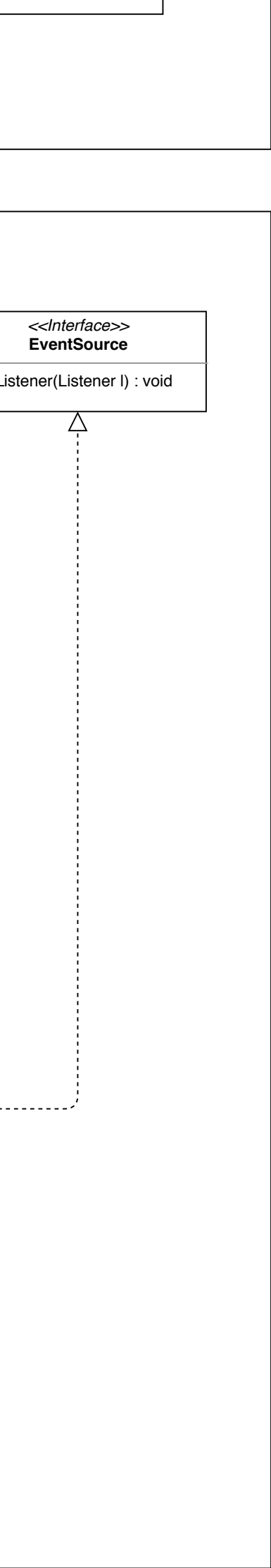


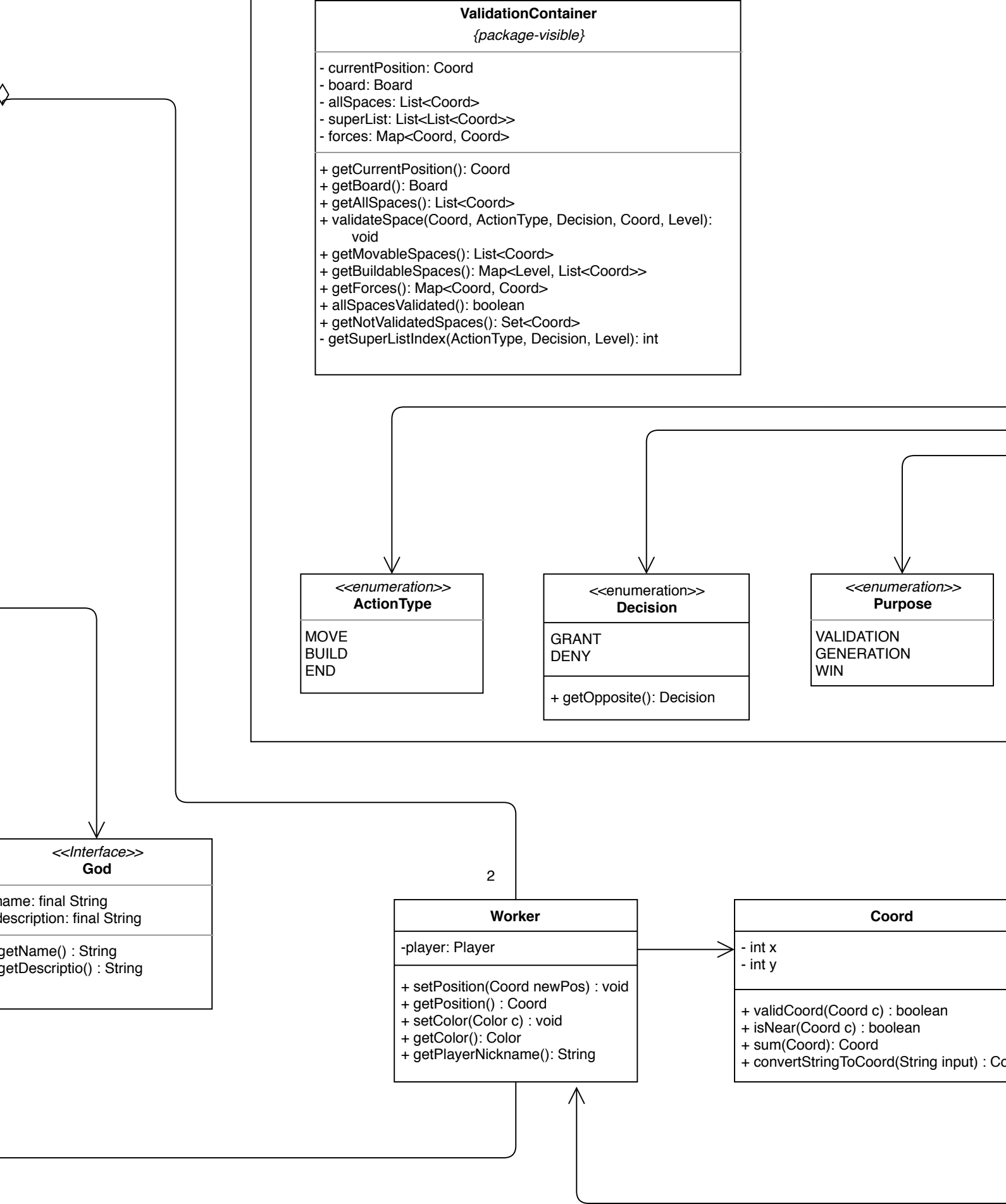
**RemotePlayerView**

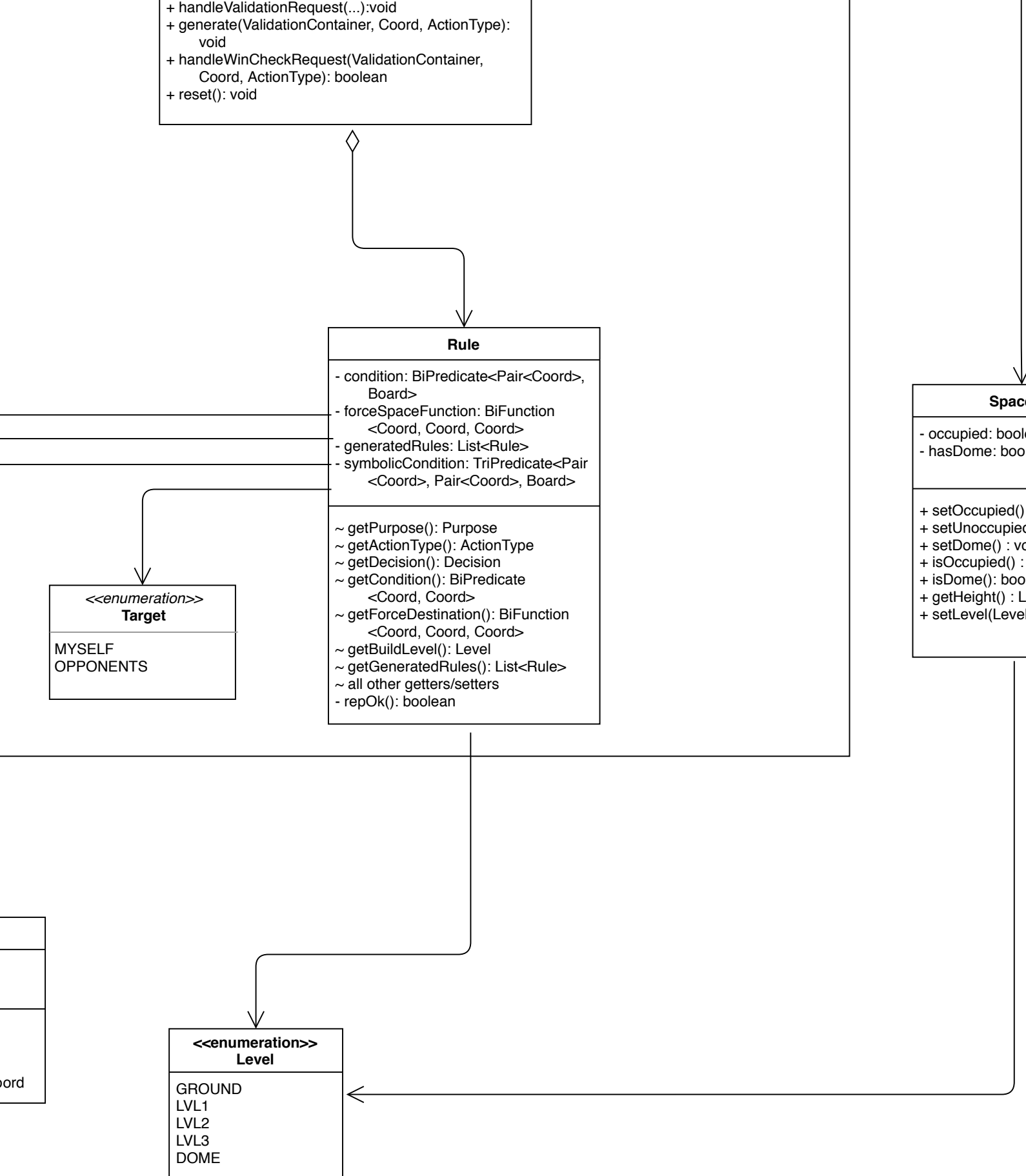
-nickname : String  
-receivedObject : Object

+getClientConnection(): Connection  
- handleMessageReceived() : void  
+ sendObjectToClient(Object message): void









/
e
ean lean
: void d() : void oid boolean lean level )