

GameController	
turns	LinkedBlockingQueue<ICharacter>
player	PlayerMastermind
cpu	CPUMastermind
selectedCharacter	ICharacter
selectedWeapon	IWeapon
activeCharacter	ICharacter
winner	IMastermind
characterFactories	ArrayList<ICharacterFactory>
weaponFactories	ArrayList<IWeaponFactory>
deadCharacterHandler	DeathMMToGCHandler
endTurnHandler	EndTurnMMToGCHandler
addToQueueHandler	AddQueueMMToGCHandler
gameState	IGameState
selectedCharacterFactory	ICharacterFactory
selectedWeaponFactory	IWeaponFactory
GameController(String, String, int)	
getTurns()	LinkedBlockingQueue<ICharacter>
setActiveCharacter(ICharacter)	void
setState(IGameState)	void
isInitializing()	boolean
isActive()	boolean
isFinished()	boolean
initializeGame()	void
startGame()	void
activateTurns()	void
endTurn()	void
addToQueue()	void
getActiveCharacter()	ICharacter
removeDeadCharacterFromQueue(ICharacter, int)	void
setWinner(IMastermind)	void
getPlayer()	PlayerMastermind
getCPU()	CPUMastermind
getWinner()	IMastermind
getPlayerAliveNumber()	int
getCPULiveNumber()	int
getCharacterQuantity()	int
getPlayerName()	String
getPlayerParty()	ArrayList<ICharacter>
getCPUName()	String
getCPUParty()	ArrayList<ICharacter>
getPlayerPartySize()	int
getCPUPartySize()	int
getInventorySize()	int
addBlackMageToPlayer(String)	void
addWhiteMageToPlayer(String)	void
addEngineerToPlayer(String)	void
addThiefToPlayer(String)	void
addKnightToPlayer(String)	void
addHenryToCPU(String)	void
addBowToInventory()	void
addBowToInventory(String)	void
addSwordToInventory()	void
addSwordToInventory(String)	void
addAxeToInventory()	void
addAxeToInventory(String)	void
addStaffToInventory()	void
addStaffToInventory(String)	void
addKnifeToInventory()	void
addKnifeToInventory(String)	void
setSelectedWeapon(int)	void
setSelectedCharacterFromPlayerParty(int)	void
setSelectedCharacterFromCPUParty(int)	void
equipSelectedWeaponToSelectedCharacter()	void
unequipSelectedCharacter()	void
removeSelectedCharacterFromParty()	void
removeSelectedWeaponFromInventory()	void
activeCharacterNormalAttackSelectedCharacter()	void
getSelectedCharacterAttributes()	CharacterAttributeSet
getSelectedCharacterName()	String
getSelectedCharacterCurrentHP()	int
getSelectedCharacterMaxHP()	int
getSelectedCharacterDP()	int
getSelectedCharacterEquippedWeapon()	IWeapon
getSelectedCharacterCurrentMana()	int
getSelectedCharacterMaxMana()	int
getSelectedCharacterWeight()	int
getSelectedCharacterPower()	int
setSelectedWeaponFactory(int)	void
setSelectedCharacterFactory(int)	void
setSelectedWeaponFactoryWeight(int)	void
setSelectedWeaponFactoryName(String)	void
setSelectedWeaponFactoryPower(int)	void
setSelectedWeaponFactoryMagicPower(int)	void
setSelectedCharacterFactoryHP(int)	void
setSelectedCharacterFactoryDP(int)	void
setSelectedCharacterFactoryMana(int)	void
setSelectedCharacterFactoryWeight(int)	void
setSelectedCharacterFactoryPower(int)	void
getSelectedCharacter()	ICharacter
getSelectedWeapon()	IWeapon
getSelectedWeaponName()	String
getSelectedWeaponPower()	int
getSelectedWeaponWeight()	int
getSelectedWeaponMagicPower()	int
getSelectedWeaponFactory()	IWeaponFactory
getSelectedCharacterFactory()	ICharacterFactory

AddQueueCharacterToMMHandler	
mastermind	IMastermind
AddQueueCharacterToMMHandler(IMastermind)	void
propertyChange(PropertyChangeEvent)	void

EndTurnCharacterToMMHandler	
mastermind	IMastermind
EndTurnCharacterToMMHandler(IMastermind)	void
propertyChange(PropertyChangeEvent)	void

AddQueueMMToGCHandler	
controller	GameController
AddQueueMMToGCHandler(GameController)	void
propertyChange(PropertyChangeEvent)	void

DeathCharacterToMMHandler	
mastermind	IMastermind
DeathCharacterToMMHandler(IMastermind)	void
propertyChange(PropertyChangeEvent)	void

DeathMMToGCHandler	
controller	GameController
DeathMMToGCHandler(GameController)	void
propertyChange(PropertyChangeEvent)	void

EndTurnMMToGCHandler	
controller	GameController
EndTurnMMToGCHandler(GameController)	void
propertyChange(PropertyChangeEvent)	void