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	GameController	
٠.		Queue <lcharacter></lcharacter>
**	player	PlayerMastermind
**	cpu	CPUMastermind
•	selectedCharacter	ICharacter
	selectedWeapon	IWeapon
	activeCharacter	ICharacter IMastermind
•	winner	IMastermind
		ICharacterFactory>
	weaponFactories ArrayLis	t <lweaponfactory></lweaponfactory>
		athMMToGCHandler
		urnMMToGCHandler
		eueMMToGCHandler
٠.	gameState	IGameState
	selectedCharacterFactory	ICharacterFactory
*	selectedWeaponFactory	IWeaponFactory
*	GameController(String, String, int)	
		Queue <lcharacter></lcharacter>
*	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(IC	
	setWinner(IMastermind)	void
	getPlayer()	PlayerMastermind
1	getCPU()	CPUMastermind
	getWinner()	Mastermind
	getPlayerAliveNumber()	int
1	getCPUAliveNumber()	int
1	getCharactersQuantity()	int
	getPlayerName()	String
		rrayList <lcharacter></lcharacter>
	getCPUName()	String
1		rayList <lcharacter></lcharacter>
1	getPlayerPartySize()	int
	getCPUPartySize()	int
	getInventorySize()	int
1	addBlackMageToPlayer(String)	void
	addWhiteMageToPlayer(String)	void
	addEngineerToPlayer(String)	void
1	addThiefToPlayer(String)	void
1	addKnightToPlayer(String)	void void
	addEnemyToCPU(String)	void
	addBowToInventory() addBowToInventory(String)	void
	addbow folinventory(String)	
	and different Tables and a section of the	void
	addSwordToInventory()	void
+-	addSwordToInventory(String)	void void void
#	addSwordToInventory(String) addAxeToInventory()	void void void
ŧ	addSwordToInventory(String) addAxeToInventory() addAxeToInventory(String)	void void void void
***	addSwordToInventory(String) addAxeToInventory() addAxeToInventory(String) addStaffToInventory()	void void void void void void
***	addSwordToInventory(String) addAxeToInventory() addAxeToInventory(String) addStaffToInventory() addStaffToInventory(String)	biov biov biov biov biov biov
***	addSwordToInventory(String) addAxeToInventory() addAxeToInventory(String) addStafToInventory() addStafToInventory(String) addKnifeToInventory()	biov biov biov biov biov biov biov
*** *** *** *** **	addSwordToInventory(String) addAxeToInventory() addAxeToInventory(String) addStaffToInventory() addStaffToInventory() addKnifeToInventory() addKnifeToInventory()	biov biov biov biov biov biov biov biov
	addSwordToInventory(String) addAxeToInventory() addAxeToInventory() addStaffToInventory() addStaffToInventory(String) addKniffToInventory(String) addKniffEToInventory(String) setSelectedWeapon(int)	biov biov biov biov biov biov biov biov
	addSwordToInventory(String) addAxeToInventory() addAxeToInventory(String) addStaffToInventory() addStaffToInventory() addKnifeToInventory() addKnifeToInventory()	void void void void void void void void
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F	■ ■ DeathCharacterToMMHandler	
1	mastermind	Mastermind
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	■ ■ DeathMMToGCHandler		
	controller	GameController	
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•	EndTurnMMToGCHandler		
**	controller	GameContr	olle
*	EndTurnMMToGCHandler(G	ameControlle	r)
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