

	GameController	
	turns	LinkedBlockingQueue<Character>
	player	PlayerMastermind
	cpu	CPUMastermind
	selectedCharacter	ICharacter
	selectedWeapon	IWeapon
	selectedCharacterFactory	ICharacterFactory
	selectedWeaponFactory	IWeaponFactory
	activeCharacter	ICharacter
	winner	IMastermind
	characterFactories	ArrayList<ICharacterFactory>
	weaponFactories	ArrayList<IWeaponFactory>
	deadCharacterHandler	DeathMMToGCHandler
	endTurnHandler	EndTurnMMToGCHandler
	gameState	IGameState
	GameController(String, String, int)	
	getTurns()	LinkedBlockingQueue<Character>
	setActiveCharacter(ICharacter)	void
	setState(AbstractGameState)	void
	isinitializing()	boolean
	isActive()	boolean
	isFinished()	boolean
	initializeGame()	void
	startGame()	void
	activateTurns()	void
	endTurn()	void
	getActiveCharacter()	ICharacter
	removeDeadCharacterFromQueue(ICharacter, int)	void
	setWinner(IMastermind)	void
	getPlayer()	PlayerMastermind
	getCPU()	CPUMastermind
	getWinner()	IMastermind
	getPlayerAliveNumber()	int
	getCPUAliveNumber()	int
	getCharactersQuantity()	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
	addEnemyToCPU(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
	removeSelectedCharacterFromItsParty()	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

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

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

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

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