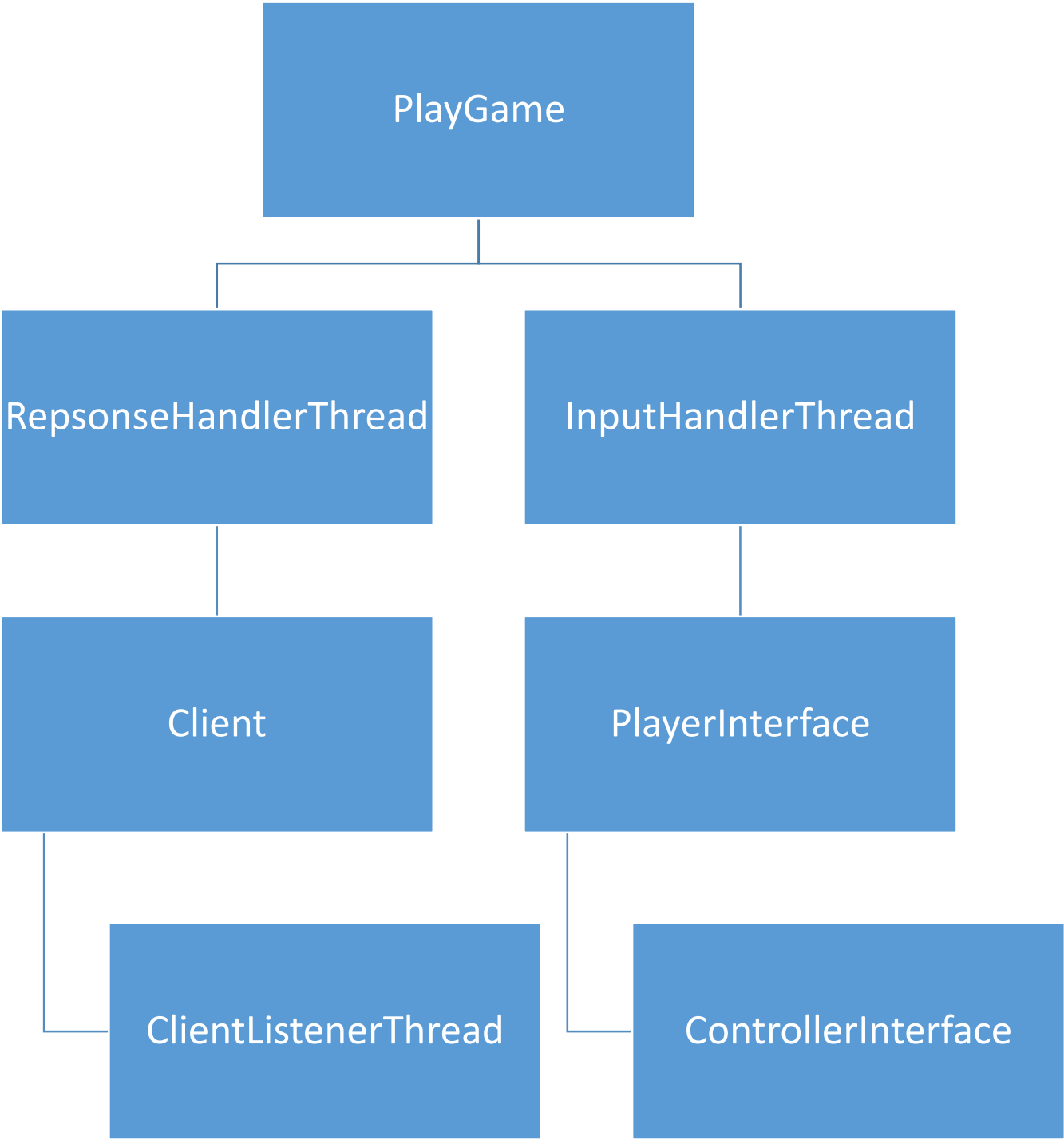


Container Hierarchy

- GUIWindow (Extends JFrame) – Uses GridBagLayout
 - MapPanel (Extends JPanel)
 - ChatPanel (Extends JPanel)
 - JList – Displays Messages
 - JTextField – Chat entry
 - JButton – Send button
 - ControllerPanel (Extends JPanel)
 - JButton – Quit Button
 - JButton – Pickup Button
 - DPadPanel
 - JButton – North, south, east, west
 - Instruction Labels

Client Side Class Interactions



GUI Test Plan

Action	Expected Result
Press every button	Relevant command should be sent to server
Hold every button	Relevant command should be sent only once
Give focus to a text field and try to use arrow keys to move	Move command should be sent to server regardless of focus
Spam buttons and keyboard keys	No lag
Paste into chat window	Text should paste as expected
Resize window	Shouldn't resize
Win the game	You have won dialog, and when that closes the application should exit