


















Dialog
SPAWN
MOVE
WEAPON_GRAB
PAY_COST_POWERUP
WEAPON_SHOOT
WEAPON_ATTACK
RELOAD
DISCARD_WEAPON
DISCARD_POWERUP
SHOOT_TARGET
SELECT_POWERUP
ACTION_SELECT
TARGET_PLAYER
BONUS_MOVEMENT
TARGET_SQUARE
SKIP
USER_CONNECTED
INVALID_SELECTION
NEW_SELECTION
INVALID_INTEGER
CONFIRM
FINAL_STANDINGS
PLAYER_DISCONNECTED
PLAYER_RECONNECTED
TAGBACK_SELECT
TARGETING_SCOPE_SELECT
FINAL_FRENZY_STARTED
WAIT_MATCH_START
POINTS
PLAYER_ADDED_LOBBY
PLAYER_REMOVED_LOBBY
TARGETS_NOT_COMPATIBLE
CURRENT_PLAYER



ServerConfig		
config		Configurations
TURN_TIMEOUT		String
LOBBY_TIMEOUT		String
SINGLE_ACTION_TIMEOUT		String
MIN_PLAYERS		String
MAX_PLAYERS		String
HOSTNAME		String
SKULLS		String
RMI_PORT		String
SOCKET_PORT		String
init()		void
getTurnTimeout()		int
getLobbyTimeout()		int
getSingleActionTimeout()		int
getMinPlayers()		int
getMaxPlayers()		int
getHostname()		String
getSkulls()		int
getRmiPort()		int
getSocketPort()		int
parseHostname(String)		void
parseLobbyTimeout(String)		void
parseTurnTimeout(String)		void
parseSingleActionTimeout(String)		void
parseSkulls(String)		void
parseRmiPort(String)		void
parseSocketPort(String)		void
loadJson(InputStream)		void

	StandingsItem
	serialVersionUID long
	position int
	nickname String
	points int
	color PlayerToken
	getPosition() int
	getNickname() String
	getPoints() int
	getColor() PlayerToken

 Dialogs	
  dialogMap	Map<Dialog, String>
  loadDialogs()	void
  getDialog(Dialog, String..String)	