Thread

Client

- clientSocket : Socket
- output : ObjectOutputStream
- input : ObjectInputStream
- callback : Consumer<Serializable>
- count : int
- username : String
- letterGuessesLeft : int
- wordGuessesLeft : int
- currentCategory : int
- port : String

+ run()
+ sendData(data: String)
+ Client(call : Consumer<Serializable>)

ClientGUI

- stageMap : HashMap<String, Scene>
- stage : Stage
- info : ListView<String>

+ createWelcomeScene() : Scene
+ createFindGameScene() : Scene
+ createGameScene() : Scene
+ createWinLoseScene() : Scene
+ start(primaryStage : Stage)

Application

Thread

Server

- serverSocket : Socket
- output : ObjectOutputStream
- input : ObjectInputStream
- callback : Consumer<Serializable>
- count : int
- wordLists: HashMap<String, ArrayList<String>>
- userList : ArrayList<ClientData>

+ run()
+ sendData(data: String)
+ Server(call : Consumer<Serializable>)

ClientData

+ count : int
+ username : String
+ letterGuessesLeft : int
+ wordGuessesLeft : int
+ currentCategory : int
+ port : String

+ ClientData(data: String)

ServerGUI

- stage : Stage
- info : ListView<String>

+ createServerScene()

Application

🔒: Catagory unplayable
after using 3 times
①

(Drop down menu)
How To Play

(Screen or Overlay)
Instructions
"How to Play"

Back

Find Game!

IP: [   ]
Username: [   ]

[Connect!]

Pick a
Catagory

[Cat 1]
[Cat 2]
[Cat🔒3]
[Quit]

Catagory *
_ O R _ _

Welcome X!
X Guessed "Word" wrong!

[Type Answer Here I] [Enter]
Guesses Left: 3
Words Left: 1
User: Name
[Leave Game]

Catagory *

Round End
Screen

[Continue]
User: Name

You
Win/Lose

[Play Again]
[Quit] → Terminate
App

Out of
Categories!
[Cat🔒 1]
[Cat 2]
[Cat 🔒 3]

After 3 sec Pause →

Play Again?

[New Game]
[Exit] → Terminate

Word found

Word not found

3 words
Guessed

Out of
Categories

Pick a new
Catagory

[Cat 1]
[Cat 2]
[Cat🔒3]
[Quit]

*Catagory just lossed
will be unplayable
until another one
is playe