Field

state: FieldState

<<enumeration>>
FieldState

+ BLOCKED
+ FREE
+ PLAYERONE
+ PLAYERTWO

<<enumeration>>
Color

+ RED
+ BLUE

Board

+ getNeighbour(Field &)

Player

- color: Color

+ getColor()
+ sendMessage(Message)
+ readMessage(): Message

HexxagonGame

- currentPlayer: Player&
- player1: Player
- player2: Player

- verifyMove(Field &from, Field &to)
+ doMove(int from, int to)
+ updateBoard(Board)
+ getBoard()
+ isFull(): bool
+ HexxagonGame(Lobby)

Lobby

- player1: Player
- player2: Player

+ addPlayer(Player): bool

HexxagonServer

+ main()
+ acceptConnection()

Message

getJSON()

WelcomeMessage
GetAvailableLobbiesMessage
AvailableLobbiesMessage
CreateNewLobbyMessage
LobbyCreatedMessage
JoinLobbyMessage
LobbyJoinedMessage
LobbyStatusMessage
LeaveLobbyMessage
StartGameMessage
GameStartedMessage
GameStatusMessage
GameMoveMessage
LeaveGameMessage
StrikeMessage