

CRC CARDS

GAME	
<ul style="list-style-type: none">- Creates new game from a byte array- Returns list of players and player by id- Returns list of rooms and room by name	<ul style="list-style-type: none">- Player- Room

PLAYER	
<ul style="list-style-type: none">- Gets/sets health, attack, inventory, avatar, direction, location- Return image/icon sprite based on direction	<ul style="list-style-type: none">- Location- Direction

LOCATION	
<ul style="list-style-type: none">- Gets/sets room, X and Y coordinates- Changes x and y coordinates based on direction on movement	<ul style="list-style-type: none">- Room

BOARDSQUARE	
<ul style="list-style-type: none">- Return image of tile- Gets/sets object onto given tile	

BOARD	
<ul style="list-style-type: none">- Returns height and width of board- Return 2D array of BoardSquare which make up the board- Returns BoardSquare at certain x, y coordinates	<ul style="list-style-type: none">- BoardSquare

ROOM	
<ul style="list-style-type: none">- Returns name of room- Return board room is on	<ul style="list-style-type: none">- Board

DIRECTION (ENUM CLASS)	
<ul style="list-style-type: none">- Contains enums of four cardinal directions	

AVATAR	
<ul style="list-style-type: none"> - Returns list of avatars in current game - Returns current and next evolutions 	<ul style="list-style-type: none"> - Evolution

EVOLUTION	
<ul style="list-style-type: none"> - Returns various imageicons based on game events 	

GAMEOBJECT	
<ul style="list-style-type: none"> - Returns sprite objects - Gets and sets direction of object - Returns state of object (health, isDead, isUsable name) 	<ul style="list-style-type: none"> - Player - Direction

ROTATE	
<ul style="list-style-type: none"> - Set direction of objects 	<ul style="list-style-type: none"> - Player - GameObjects (Monster, Fence, Plant)

GAMESERVER	
<ul style="list-style-type: none"> - Connects and disconnects client to the server - Receives new players - Returns the current game 	<ul style="list-style-type: none"> - Game

NETWORK	
<ul style="list-style-type: none"> - Registers all game objects to the host using Kryo 	