MonkeyIsland

- Socket socket
- Map<Client, Island> map

Island

- List<Cell> cells
- Integer rows
- Integer columns

+ Island(Integer rows, Integer columns)

Cell

- Integer row
- Integer column
- Character character
- Element element
- *Integer WATER = 0*
- *Integer EARTH = 1*

+ Cell(Integer rows, Integer columns)
+ *Boolean canAccess()*

EarthCell

+ EarthCell(Integer rows, Integer columns)

WaterCell

+ WaterCell(Integer rows, Integer columns)

Element

- Boolean hidden
- Boolean found

+ Element(Boolean hidden, Bollean found)

Treasure

+ Treasure()
+ Pirate getWinner()

Rhum

- Integer id
- Integer timeToResponse
- Integer energyRecover

+ Rhum()
+ Rhum(Integer timeToReaper, Integer energyRecover)

CrazyMonkey

+ CrazyMonkey()
+ CrazyMonkey(Integer speed)

Character

+ Boolean canMove(Cell cell)
+ void moveTo(Cell cell)
+ void meetCharacter(Character character)

Pirate

- Integer id
- Integer energy
- *Integer MIN_ENERGY = 0*
- *Integer MAX_ENERGY = 100*

+ Pirate(Integer id)
+ Pirate(Integer id, Integer energy)
+ void drink(Element rhum)
+ void findTreasure(Element treasure)
+ Boolean isDead()
+ void setEnergy()

Monkey

- Integer speed
- *Integer DEFAULT_SPEED = 10*

+ Monkey()
+ Monkey(Integer speed)

HunterMonkey

- Pirate target

+ HunterMonkey(Pirate target)
+ HunterMonkey(Pirate target, Integer speed)