







0..1 receivePosition():Position sendHitbox(Hitbox):void receiveHitbox():Hitbox sendItem(Item):void receiveItem():Item sendCoin(Coin):void receiveCoin():Coin sendMonster(Monster):void receiveMonster():Monster sendPlayers(Player[]):void receivePlayers():Player[] sendPlayer(Player):void receivePlayer():Player sendPlayerID(int):void receivePlayerID():int sendKey(int,int):void receiveKey():int[] sendNPC(NPC):void receiveNPC():NPC sendEntities(LinkedList<Entities>):void

receiveEntities():LinkedList<Entities>