pkg it.polimi.ingsw.controller

Server

+ createGame(numPlayers : int) : ServerController
+ joinGame() : void

1

0..*

ServerController

- game : Game
- connectedPlayers : int
- players : Player[]
- currentPlayer : int

+ loadGameSettings() : void
+ joinGame() : void
+ startGame() : void
+ playGame() : void
+ playLeaderCard() : void
+ activateLeaderCard() : void
+ discardLeaderCard() : void
+ chooseMove() : void
+ getFromMarket() : void
+ buyDevelopmentCard() : void
+ activateProductionPower() : void
+ checkDevelopmentCardEnd() : void
+ checkFaithTrackEnd() : void
+ discardResource() : void
+ computePoints() : void
+ decideWinner() : void