HUD: flash.display:Sprite

leftPlayerScore: type
rightPlayerScore: type
status: type

#setLeftPlayerScore(score)
#resetScores()
#setRightPlayerScore(score)
#setStatus(msg)

KeyboardController

#setClient(client)
#keyDownListener(e)
#keyUpListener(e)

PongClient: reactor:CustomClient

#getSide()
#init()
#getPaddle()
#updateAttributeListener(e)
#commit()
#deserializePaddle(value)

UnionPong: flash.display:Sprite

reactor: type

#initGame()
#readyListener(e)
#beginConnectListener(e)

PongObject

direction: type
height: type
speed: type
width: type
x: type
y: type

RoomMessages

RoomAttributes

ClientAttributes

Settings

Rectangle: flash.display:Sprite

Court: flash.display:Sprite

#showBall()
#setBallPosition(x, y)
#setRightPaddlePosition(x, y)
#showLeftPaddle()
#hideBall()
#hideRightPaddle()
#showRightPaddle()
#hideLeftPaddle()
#setLeftPaddlePosition(x, y)

GameStates

GameManager

joinTimer: type
lastUpdate: type
room: type
state: type
updateTimer: type

#reset()
#clientAttributeUpdateListener(e)
#stopGameListener(fromClient)
#removeRoomListeners()
#setRoom(room)
#joinTimerListener(e)
#addRoomListeners()
#roomAttributeUpdateListener(e)
#updateBall(elapsed)
#removePlayer(player)
#addPlayer(player)
#deserializeBall(value)
#initPlayers()
#roomJoinResultListener(e)
#updatePlayer(player, elapsed)
#roomJoinListener(e)
#removeOccupantListener(e)
#startGameListener(fromClient)
#timerListener(e)
#resetBall()