

| 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()                      |