

GameClient
myId: type running: type widget: type
#onServerData(jsonData) #initUi() #onMovement(direction) #joinGamePushed() #addCpuPlayer() #resetClient()

GameServer
serverId: type running: type speed: type winscore: type gameTimelter: type p1_client_id: type p2_client_id: type p1_score: type p2_score: type
#getClient(clientId) #finishRound(scoreClientId) #stopGame() #getClientName(clientId) #createGame() #onClientMovement(clientId, direction) #updateGame(frametime) #onClientJoin(clientId) #startGame() #resetGameState() #finishGame(winnerClientId)