ConnectedToGameEvent

- serialVersionUID :long = 8022345478600231849L {readOnly}
+ acceptVisit(EventVisitor) :void
+ ConnectedToGameEvent(String)

EndGameEvent

- serialVersionUID :long = -10083036053587... {readOnly}
+ acceptVisit(EventVisitor) :void
+ EndGameEvent(String)

TooMuchItemsEvent

items :List <Item>
pickedCardEvent :GameEvent
- serialVersionUID :long = 832854309263676801L {readOnly}
+ acceptVisit(EventVisitor) :void
+ getCardEvent() :GameEvent
+ getPlayerItems() :List<Item>
+ TooMuchItemsEvent(String, List <Item>, GameEvent)

EndOfTurnEvent

- serialVersionUID :long = 7588357433384271801L {readOnly}

+ acceptVisit(EventVisitor) :void
+ EndOfTurnEvent(String)

GameStartedEvent

- serialVersionUID :long = -24531162667271... {readOnly}

+ GameStartedEvent()
+ GameStartedEvent(String)

serialVersionU

+ acceptVisit(Eve
+ GreenEscapeF
+ GreenEscapeF

GreenEscapePodEvent

- ...D :long = -50738628591780380L {readOnly}

+ ...(EventVisitor) :void
+ ...PodEvent()
+ ...PodEvent(String)

IllegalActionEvent

- serialVersionUID :long = -21779591904074... {readOnly}

+ acceptVisit(EventVisitor) :void
+ IllegalActionEvent()
+ IllegalActionEvent(String)

IllegalPlayerEvent

- serialVersionUID :long = -85189803275628...

+ acceptVisit(EventVisitor) :void
+ IllegalPlayerEvent()
+ IllegalPlayerEvent(String)

#pickedCardEvent

Partial class (right, cut off):
- me...
- ser...
+ acc...
+ Ga...
+ Ga...
+ get...

IOErrorEvent

-	serialVersionUID :long = 3766168414255897114L {readOnly}
+	acceptVisit(EventVisitor) :void
+	IOErrorEvent(String)
+	IOErrorEvent(String, Exception)

ItemRequestEvent

-	ownedItems :List<Item>
-	serialVersionUID :long = -63777445499410... {readOnly}
+	acceptVisit(EventVisitor) :void
+	getOwnedItemsInHand() :List<Item>
+	ItemRequestEvent(String, List <Item>)

Partial class (left, cut off): {readOnly}

Partial class (right, cut off):
~ log...
- ser...
+ acc...
+ get...
+ Log...

«interface»
VisitableByView

+ acceptVisit(EventVisitor) :void

Serializable
GameEvent

ssage :String
ialVersionUID :long = -53439195231672... {readOnly}

cceptVisit(EventVisitor) :void
meEvent()
meEvent(String)
Message() :String

LogPrintEvent

:List<String> = new ArrayList<S...
ialVersionUID :long = -42443759729276... {readOnly}

ceptVisit(EventVisitor) :void
Log() :List<String>
gPrintEvent(String, File)

NoiseInAnySectorEvent

- serialVersionUID :long = -88957998702189... {readOnly}

+ acceptVisit(EventVisitor) :void
+ NoiseInAnySectorEvent()
+ NoiseInAnySectorEvent(String)

NoiseInYourSectorE

- serialVersionUID :long = -2975428

+ acceptVisit(EventVisitor) :void
+ NoiseInYourSectorEvent()
+ NoiseInYourSectorEvent(String)

«enumeration»
SystemEventsMessage

WRONGPLAYER
ENTERVALIDSECTOR
WRONGINPUTVALIDSECTOR

Attributes
- message :String

~ SystemEventsMessage(String)
+ toString() :String

...Event

- ...553874... {readOnly}

RedEscapePodEvent

- serialVersionUID :long = -71008813393867... {readOnly}

+ acceptVisit(EventVisitor) :void
+ RedEscapePodEvent()
+ RedEscapePodEvent(String)

SilenceEvent

- serialVersionUID :long = -68160763035901... {readOnly}

+ acceptVisit(EventVisitor) :void
+ SilenceEvent()
+ SilenceEvent(String)

StartPlayerTurnEvent

-	serialVersionUID :long = 112491561279581121L {readOnly}
+	acceptVisit(EventVisitor) :void
+	StartPlayerTurnEvent(String)

SuccessfulAttackEvent

-	eliminatedPlayers :List<Player>
-	serialVersionUID :long = -70880016623969... {readOnly}
+	acceptVisit(EventVisitor) :void
+	getEliminatedPlayersList() :List<Player>
+	SuccessfulAttackEvent(String, List<Player>)

SuccessfulGi

-	serialVersionUID :long = -7:
+	acceptVisit(EventVisitor) :vo
+	SuccessfulGivenItemListEve

...venItemListEvent
...83968568248191429L {readOnly}
...oid
...ent(String)

SuccessfulItemAdditionEvent
- serialVersionUID :long = 5127563819805662533L {readOnly}
+ acceptVisit(EventVisitor) :void
+ SuccessfulItemAdditionEvent(String)

SuccessfulMoveOnDangerousSectorEvent
- serialVersionUID :long = 4663629174790726263L {readOnly}
+ acceptVisit(EventVisitor) :void
+ SuccessfulMoveOnDangerousSectorEvent(String)

SuccessfulMoveOnEscapePodSectorEvent	SuccessfulMoveOnSafeSectorEvent	Success
- serialVersionUID :long = 4106718424649541007L {readOnly}	- serialVersionUID :long = 3428215975977553924L {readOnly}	- serialVersionUID
+ acceptVisit(EventVisitor) :void	+ acceptVisit(EventVisitor) :void	+ acceptVisit(Event
+ SuccessfulMoveOnEscapePodSectorEvent(String)	+ SuccessfulMoveOnSafeSectorEvent(String)	+ SuccessfulMove

...fulMoveOnStartingSectorEvent		SuccessfulMoveOnWallSectorEvent		SuccessfulUseOfItemEvent
...:long = 151170361174796120L {readOnly}	-	serialVersionUID :long = -64258299060784... {readOnly}	-	serialVersionUID :long = -876611780261760685L
...Visitor) :void	+	acceptVisit(EventVisitor) :void	+	acceptVisit(EventVisitor) :void
...OnStartingSectorEvent(String)	+	SuccessfulMoveOnWallSectorEvent(String)	+	SuccessfulUseOfItemEvent(String)

SuccessfulUseOfSpotLightItemEvent

- revealedPlayers :List<Player>
- serialVersionUID :long = 5330038553563787334L {readOnly}

+ getRevealedPlayers() :List<Player>
+ SuccessfulUseOfSpotLightItemEvent(String, List<Player>)

UnableToAttackEvent

- serialVersionUID :long = -39967738890039... {readOnly}

+ acceptVisit(EventVisitor) :void
+ UnableToAttackEvent(String)