

Observable Serializable	
Model	
#	game :Game
-	<u>serialVersionUID :long = 6456745242822723545L {readOnly}</u>
+	attackRequest(Player) :void
+	ChangeAndNotifyObservers(GameEvent) :void
+	createGame(int, Rules, String) :void
+	createGame(int, Rules, String, BigInteger) :void
+	drawCardRequest(Player) :void
+	endGame(Player, List<String>) :void
+	endTurn(Player, List<String>) :void
+	getCurrentPlayer() :Player
+	getGame() :Game
+	itemRequest(Player, Item) :void
+	logRequest() :void
+	Model()
+	moveRequest(Player, String) :void
+	setItemRequest(Player, List<Item>) :void