

Logger	
ExceptionLogger	
-	<u>writer :PrintWriter</u>
-	<u>checkFile(String) :void</u>
#	ExceptionLogger()
-	<u>getFileWriter() :PrintWriter</u>
+	<u>info(Exception) :void</u>
-	<u>logExceptionMessage(String) :void</u>

LocalGameStarter	
#	controller :Controller
#	model :Model
#	view :View
#	addObserverToObservable(Observable, Observer) :void
+	LocalGameStarter()
+	<u>main(String[]) :void</u>
-	run() :void
+	setUpGame() :void