

Serializable	
Game	
#	deckManager :DeckManager
#	gameboardManager :GameBoardManager
#	gameID :BigInteger
#	playerManager :PlayerManager
#	rulesManager :RulesManager
-	<u>serialVersionUID :long = 8948337993477824106L {readOnly}</u>
#	serverLog :File
#	turnManager :TurnManager
+	attack(Player) :GameEvent
+	drawCard(Player) :GameEvent
+	endPlayerTurn(Player, List<String>) :GameEvent
+	firstGameTurn() :GameEvent
+	Game(int, Rules, String)
+	Game(int, Rules, String, BigInteger)
+	getCurrentPlayer() :Player
+	getCurrentTurn() :int
+	getGameID() :BigInteger
+	getLog() :GameEvent
+	getMap() :GameBoard
+	getPlayers() :List<Player>
+	movePlayer(Player, String) :GameEvent
+	removePlayer(Player) :void
+	setItemsTo(Player, List<Item>) :GameEvent
-	updateLog(List<String>) :void
+	useItem(Player, Item) :GameEvent