Class Hierarchy

Player

- getName()
    - gets name of the player
- vote()
    - increases votes against a player
- getName()
    - this method returns the username of the player
- getAlive()
    - this method returns the alive variable that determines whether the player has been killed
- setAlive()
    - this method sets the alive variable that determines whether the player has been killed
- getStayAlive()
    - this method gets the boolean that determines whether a doctor has used his power to prevent a player’s death at night
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TheMafia

Stripper

- power()
    - As a part of the mafia, the stripper is able to kill another player at night.
- power2()
    - The Stripper is able to block another character’s power, unless it’s a cop, that player does not know they have been blocked. Their power simply has no effect
- getRole()
    - Returns the string “Stripper”.

GodFather

- power()
    - As a mafia, the godfather is able to kill another player at night.
- getRole()
    - Returns the string “GodFather”

Villager

Cop

- power()

        - The Detective can determine retrieve any player’s role in an attempt to find the members of the mafia.
    - getRole()
        - Returns the string “Detective”

Doctor

- power()
    - The Doctor can prevent a player from being killed at night, although this cannot happen consecutive days.
- getRole()
    - Returns the string “Doctor”

SetUp (inherits from JPanel)

- Panel that only host will see that allows him/her to setup the game parameters such as number of players, number of roles, town to scum ratio,

UserMessenger (inherits from JPanel)

- Player’s messenger panel, which will serve as the only method of communication between players

ServerThread

- Thread that sends message to and from players

Repainter

- run()
    - repaints the gameClient

Reader

- run()
    - reads in usernames to output the username list

GameClient

- GUIInit()
    - sets up the waiting room and login screen for each individual player

PlayerPanel (inherits from JPanel)

- Waiting room for the players while the specified amount of players has joined the game
- addName()
    - list of player is appended
- relist()

    - the players currently in the session is updated, will be used mainly for games that last multiple rounds

GameServer

- sendMessage()
    - Sends a message to all serverthreads(updating everyone’s chat screens nearly instantly)
- startup()
    - begins the server which waits for incoming connections and initializes the necessary data to allow the clients to communicate with the server