

SchoolSkipperClient (from Client)
Q_OBJECT + const QString WINDOW_TITLE + const QIcon WINDOW_ICON + const QIcon CHAT_EXPAND_ICON_DEFAULT + const QIcon CHAT_EXPAND_ICON_NEW_MESSAGE + Game *game - Ui::MainWindow *ui - Network* networker - ChatFrame* chatFrame - MenuFrame* menuFrame - QPushButton* expandChatFrameButton - QPushButton* single - QPushButton* multi - QFrame* graphicsViewsGridFrame - QGridLayout* graphicsViewsGrid - QGraphicsScene* graphicsScene - QList<QGraphicsPixmapItem*> graphicsSceneBackgroundsList - QList<QGraphicsView*> graphicsViewsList - bool isGraphicsViewsInitialized - bool isMenuBarInitialized - int numberOfPlayers
+ SchoolSkipperClient(QWidget *parent = nullptr) + ~SchoolSkipperClient() + void initStartButtons() > void visibilityChangeOfChatFrame(bool visibile) +\$ void handleVisibilityChangeOfChatFrame(bool visible) +\$ void expandChatFrame() +\$ void minimizeChatFrame() +\$ void keyPressEvent(QKeyEvent *event) override +\$ void hideStartButtons() - void initGraphicsViews() - void initWindowDefaultParams() - void initFrames() - void initNetwork() # virtual void paintEvent(QPaintEvent* paint) override

ChatFrame (from Client)
Q_OBJECT + const QIcon CHAT_MINIMIZE_ICON - QLabel* connectedStatusLabel - QPushButton* minimizeButton - QPushButton* reconnectButton - QTextBrowser* textBox - QLineEdit* inputBox - QPushButton* sendButton
+ ChatFrame(QWidget* parent) + QLineEdit *getInputBox() const + void setInputBox(QLineEdit *newInputBox) > void minimizeChatFrame() > void newMessage(QString message, SchoolSkipper type) > void sendMessageOverNetwork(QByteArray message) +\$ void handleNewMessage(QString message, SchoolSkipper type) +\$ void handleConnectionChange(bool connected) +\$ void handleMinimizePressed() +\$ void sendMessagePressed() - void scrollTextBoxToEnd() - void initWidgets() - void initWidgetsDefaultParams() - void initWidgetsStyles() # virtual void paintEvent(QPaintEvent* paint) override

MenuFrame (from Client)
Q_OBJECT + const QIcon PLAY_ONLINE_ICON + const QIcon PLAY_OFFLINE_ICON - QPushButton* playOnlineButton - QPushButton* playOfflineButton
+ MenuFrame(QWidget* parent) - void initWidgets() - void initWidgetsStyles() # virtual void paintEvent(QPaintEvent* paint) override

Network (from Client)
Q_OBJECT + QPointF* COP + QPointF* LOP - QUdpSocket* udpSocket - QTcpSocket* tcpSocket
+ Network(QObject* parent) + void initUdpSocket() + void initTcpSocket() +\$ void readNewUdpData() +\$ void readNewTcpData() +\$ void sendUdpMessage(QByteArray message) +\$ void sendTcpMessage(QByteArray message) +\$ void tcpDisconnected() > void newChatMessage(QString message, SchoolSkipper type) > void tcpConnectionStatus(bool connected) > void startFromServer()

CustomButton (from Assets)
Q_OBJECT - QPixmap pixmap - QWidget* parent
+ CustomButton(QPixmap pixmap, QWidget* parent) # virtual void paintEvent(QPaintEvent* paint) override # void onClick()