GUI

Field	Type
stage	Stage
startScene	Scene
startGameController	StartGameController
introScene	Scene
introSceneController	IntroSceneController
lobbyScene	Scene
lobbySceneController	LobbySceneController
roomScene	Scene
roomSceneController	RoomSceneController
initializeScene	Scene
initializeSceneController	InitializeSceneController
personalBoardScene	Scene
personalBoardSceneController	PersonalBoardSceneController
marketStructureScene	Scene
marketStructureSceneControlle	MarketStructureSceneControlle
devCardTableScene	Scene
devCardTableSceneController	DevCardTableSceneController
otherPersonalBoardScene	Scene
otherPersonalBoardSceneController	OtherPersonalBoardSceneController
endGameScene	Scene
endGameSceneController	EndGameSceneController
client	ClientSocket
username	String
iP	String
gameSize	String
offline	boolean
soloMode	boolean
serverAvailable	boolean
receiveMsg	boolean
player	PlayerInterface
boardManager	BoardManager
leaderCardsDeck	LeaderCardDeck
leaderCards	ArrayList<LeaderCard>
marketStructureData	MarketStructure
developmentCardTable	DevelopmentCardTable
warehouse	Warehouse
strongBox	StrongBox
faithTrack	FaithTrack
cardSpaces	ArrayList<CardSpace>
specialCards	ArrayList<SpecialCard>
messageHandler	MessageHandler

Method	Return
changeScene(Scene)	void
close()	void
getBoardManager()	BoardManager
getCardSpaces()	ArrayList<CardSpace>
getClient()	ClientSocket
getDevCardTableSceneController()	DevCardTableSceneController
getDevelopmentCardTable()	DevelopmentCardTable
getFaithTrack()	FaithTrack
getIntroScene()	Scene
getIntroSceneController()	IntroSceneController
getLeaderCards()	ArrayList<LeaderCard>
getLeaderCardsDeck()	LeaderCardDeck
getMarketStructureData()	MarketStructure
getMarketStructureSceneController()	MarketStructureSceneControlle
getPersonalBoardSceneController()	PersonalBoardSceneController
getPlayer()	PlayerInterface
getSoloMode()	boolean
getStrongBox()	StrongBox
getUsername()	String
getWarehouse()	Warehouse
isOffline()	boolean
isReceiveMsg()	boolean
isServerAvailable()	boolean
main(String[])	void
receiveMsg(CClientDisconnectedMsg)	void
receiveMsg(CCloseRoomMsg)	void
receiveMsg(CGameCanStartMsg)	void
receiveMsg(CVStartInitializationMsg)	void
receiveMsg(VActionTokenActivateMsg)	void
receiveMsg(VActivateProductionPowerRequestMsg)	void
receiveMsg(VAnotherPlayerInfoMsg)	void
receiveMsg(VAskNewGameMsg)	void
receiveMsg(VBuyFromMarketRequestMsg	void
receiveMsg(VChooseActionTurnRequestMsg)	void
receiveMsg(VChooseDepotMsg)	void
receiveMsg(VChooseDevelopCardRequestMsg)	void
receiveMsg(VChooseLeaderCardRequestMsg)	void
receiveMsg(VChooseResourceAndDepotMsg)	void
receiveMsg(VLorenzoIncreasedMsg)	void
receiveMsg(VMoveResourceRequestMsg)	void
receiveMsg(VNackConnectionRequestMsg)	void
receiveMsg(VNotValidCardSpaceMsg)	void
receiveMsg(VNotValidDepotMsg)	void
receiveMsg(VNotValidMoveMsg)	void
receiveMsg(VNotifyPositionIncreasedByMsg)	void
receiveMsg(VResourcesNotFoundMsg)	void
receiveMsg(VRoomInfoMsg)	void
receiveMsg(VRoomSizeRequestMsg)	void
receiveMsg(VSendPlayerDataMsg)	void
receiveMsg(VServerUnableMsg)	void
receiveMsg(VShowEndGameResultsMsg)	void
receiveMsg(VStartWaitReconnectionMsg)	void
receiveMsg(VStopWaitReconnectionMsg)	void
receiveMsg(VUpdateCardSpaces)	void
receiveMsg(VUpdateDevTableMsg)	void
receiveMsg(VUpdateFaithTrackMsg)	void
receiveMsg(VUpdateLeaderCards)	void
receiveMsg(VUpdateMarketMsg)	void
receiveMsg(VUpdateStrongboxMsg)	void
receiveMsg(VUpdateVictoryPointsMsg)	void
receiveMsg(VUpdateWarehouseMsg)	void
receiveMsg(VWaitOtherPlayerInitMsg)	void
receiveMsg(VWaitYourTurnMsg)	void
receiveMsg(VWhichPlayerRequestMsg	void
restartIntroScene()	void
roomSizeRequest(String)	void
roomSizeResponse(int, String)	void
seeDevCardTable()	void
seeMarketBoard()	void
seeOtherPersonalBoard()	void
seePersonalBoard()	void
sendMsg(GameMsg)	void
setClient(ClientSocket)	void
setDevCardTableScene()	void
setEndGameScene()	void
setIP(String)	void
setInitializeScene()	void
setIntroScene()	void
setLobbyScene()	void
setMarketStructureScene()	void
setMessageHandler(MessageHandler)	void
setOffline(boolean)	void
setOtherPersonalBoardScene()	void
setPersonalBoardScene()	void
setSoloMode(boolean)	void
setStartScene()	void
setUsername(String)	void
start(Stage)	void

Package controller