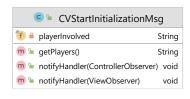
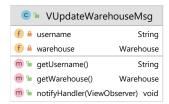
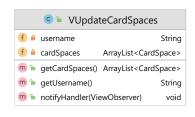


© □ CGameCanStartMsg		
f Aplayers	List <string></string>	
m = getPlayers()	List <string></string>	
m notifyHandler(ControllerObserver) void		
m notifyHandler(ViewObserver) void		



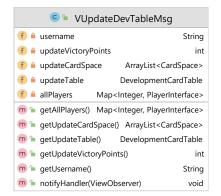




VUpdateMarketMsg			
f ≜ us	sername		String
f ≜ m	arketUpdate		MarketStructure
f ≜ all	IPlayers	Map <integer,< th=""><th>PlayerInterface></th></integer,<>	PlayerInterface>
m ¹₌ ge	etAllPlayers()	Map <integer,< th=""><th>PlayerInterface></th></integer,<>	PlayerInterface>
m ¹₌ ge	etMarketUpda	te()	MarketStructure
m ¹₌ ge	etUsername()		String
m 🚡 no	otifyHandler(V	iewObserver)	void

© WUpdateFaith	TrackMsg
f a username	String
f ≜ faithTrack	FaithTrack
m 🖆 getFaithTrack()	FaithTrack
m 🖆 getUsername()	String
m notifyHandler(ViewO	bserver) void

© ► VLorenzoIncreasedMsg		
f a username	String	
f A player	SoloPlayer	
f ≜ numberStep	int	
m = getNumberStep()	int	
m = getPlayer()	SoloPlayer	
m 🖆 getUsername()	String	
m notifyHandler(ViewC	Observer) void	



S ■ VUpdateStrongboxMsg		
f a username	String	
f ≜ strongBox	StrongBox	
m 🔓 getStrongBox()	StrongBox	
m 🔓 getUsername()	String	
m notifyHandler(ViewObserver) void		

VUpdateLeaderCards		
f username	String	
f leaderCards	ArrayList <leadercard></leadercard>	
m 🚡 getLeaderCards()	ArrayList <leadercard></leadercard>	
m 🔓 getUsername()	String	
m 🔓 notifyHandler(Vie	wObserver) void	