

timeLeft: unsigned

getTime(): unsigned

setTime(): void

Game

players : vector<Player>

deck : Deck

numberOfPlayers : int

currentPlayer: int

myDictionary : Dictionary

getNumberOfPlayers(): int

setNumberOfPlayers(): void

getDeck() : Deck

setDeck(): void

getPlayers(): vector<Player>

setPlayers(): void

constructWords(): void

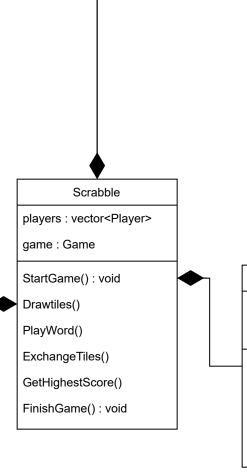
sendEndGame(): void

receiveNumberOfPlayers(): void

receiveSuggestion(): void

receiveEndTurn(): void

receiveRepeatTurn(): void



Game settings

Player

name: QString

hand: QString

getName(): QString

getHand(): QString

setHand(): void

setName(): void

getScore() : int
setScore() : void

score: int

numOfPlayers : int

durationOfGame: unsigned

getNumOfPlayers(): int

setNumOfPlayers(): void

getDurationOfGame(): unsigned

setDurationOfGame(): void