

The first change added was the inclusion of the `CreateButtonRemote`, `HideButtonRemote`, `SetBottomPlayerTextRemote`, `SetGameTitleRemote`, and `ShowButtonRemote`. These are used by `Move` classes to create buttons based on specific types of games. The next change was the addition of two subclasses of `ConnectEvent`: `ConnectEventSinglePlayer` and `ConnectEventMultiPlayer`. These inherit from `ConnectEvent` and override its `accept()` and `dispatch()` method inherited from the `Event` interface. Each of these events can distinguish separate games of single-player and multiplayer with their own unique modifications of `Move` classes to create views, buttons, and text for each game path. The specifics for doing so are omitted in the diagram but are created in a similar way to `Move` classes creating views, buttons, and text for the current screens. Another change was to redesign classes that inherit from `Event` to override the `accept()` method so that when an `accept()` method is called, the `accept()` method that is used is defined by each subclass of `Event` so there is no need for disambiguation to call each method.