

CONTROL & OBSERVER

GameControl

MODEL

OBSERVABLE

Board

Player

Bag

Tile

VIEW

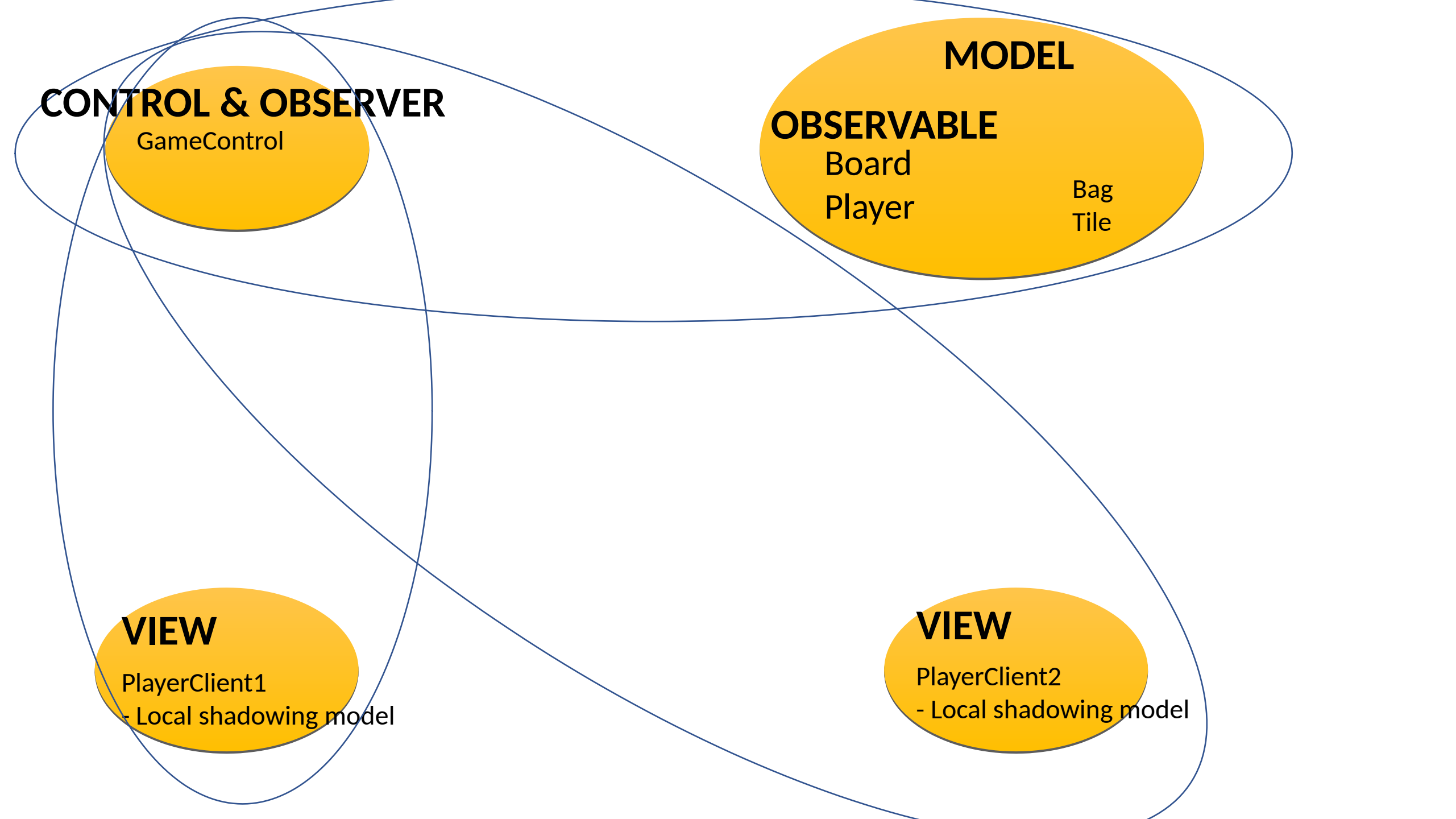
PlayerClient1

- Local shadowing model

VIEW

PlayerClient2

- Local shadowing model



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GameControl

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Change model data

Notify observer

Tell client to update
local shadow
model

VIEW

PlayerClient1

- Local shadowing model

VIEW

PlayerClient2

- Local shadowing model

