World

- lives: int
- score: int
- numOfPizzas: int
- numOfEnemies: int
- isGameOver: boolean

+ prepare(): void
+ addPizzas(): void
+ gameEnds(): boolean

Obstacles

Win

GameOver

Enemy

- xPosition: int
- yPosition: int

+ move(): void
+ detectCollision(): void

Person

+ receivePizza(): void

Player

act(): void
movePlayer(): void
collectPizza(): void
loseLife(): void

Pizza

- isCollected: boolean

+ collect(): void

Score

- score: int

+ addPoints(): void