System Design

User Platform

playing game
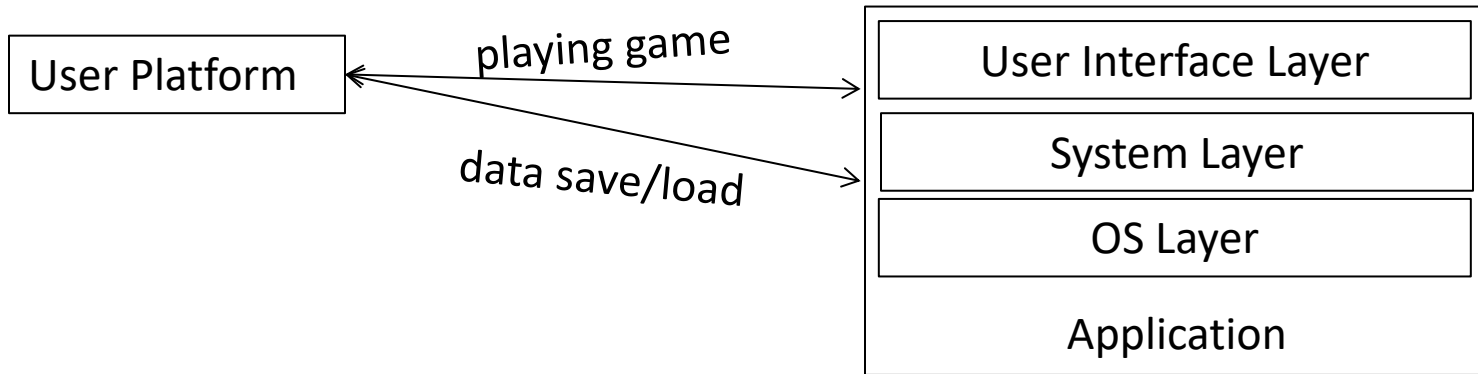
data save/load
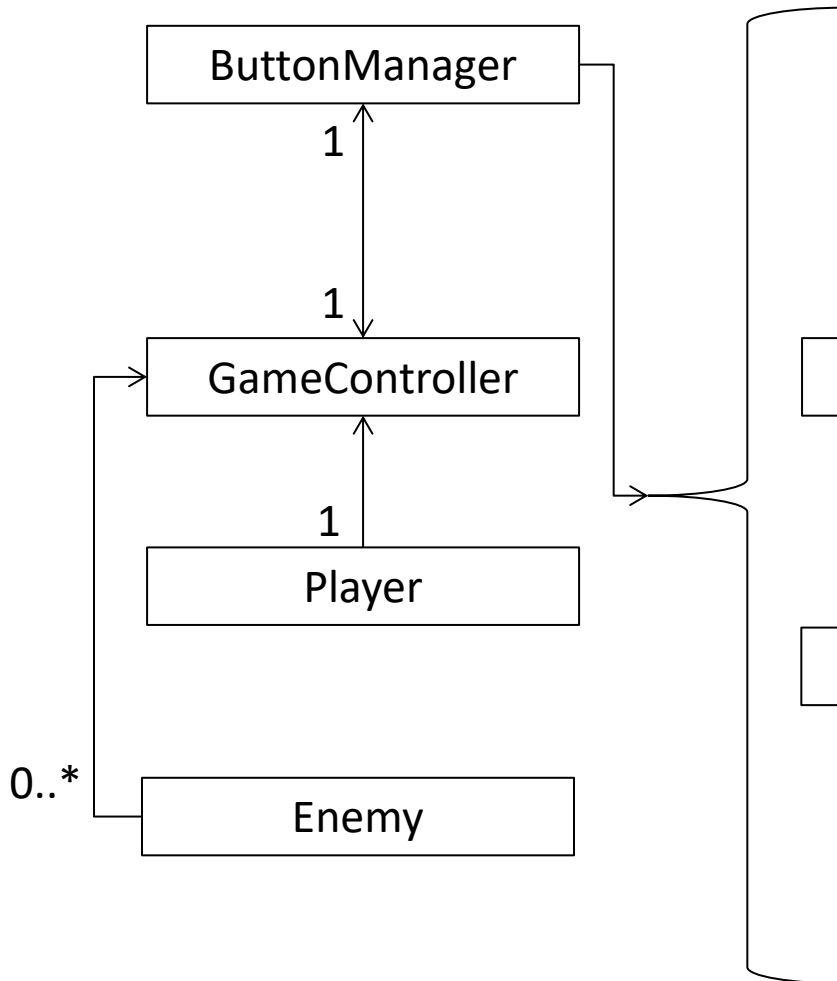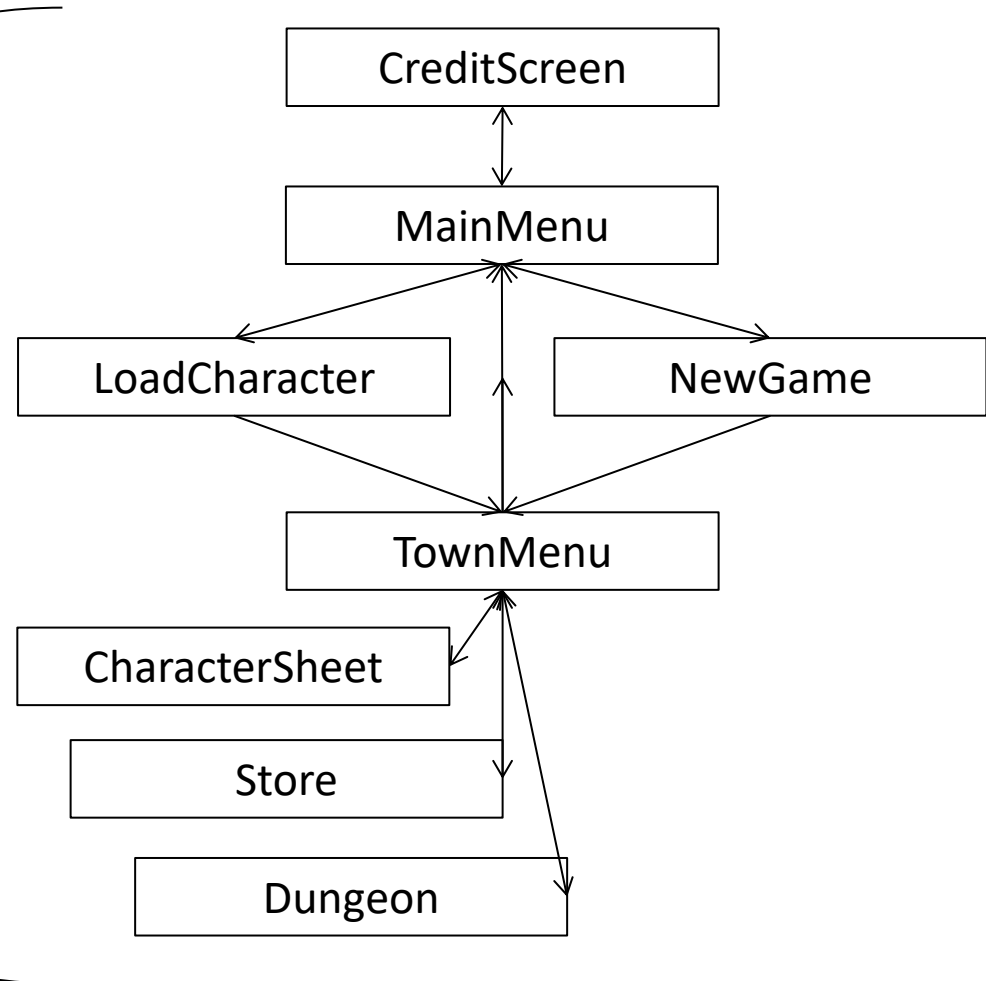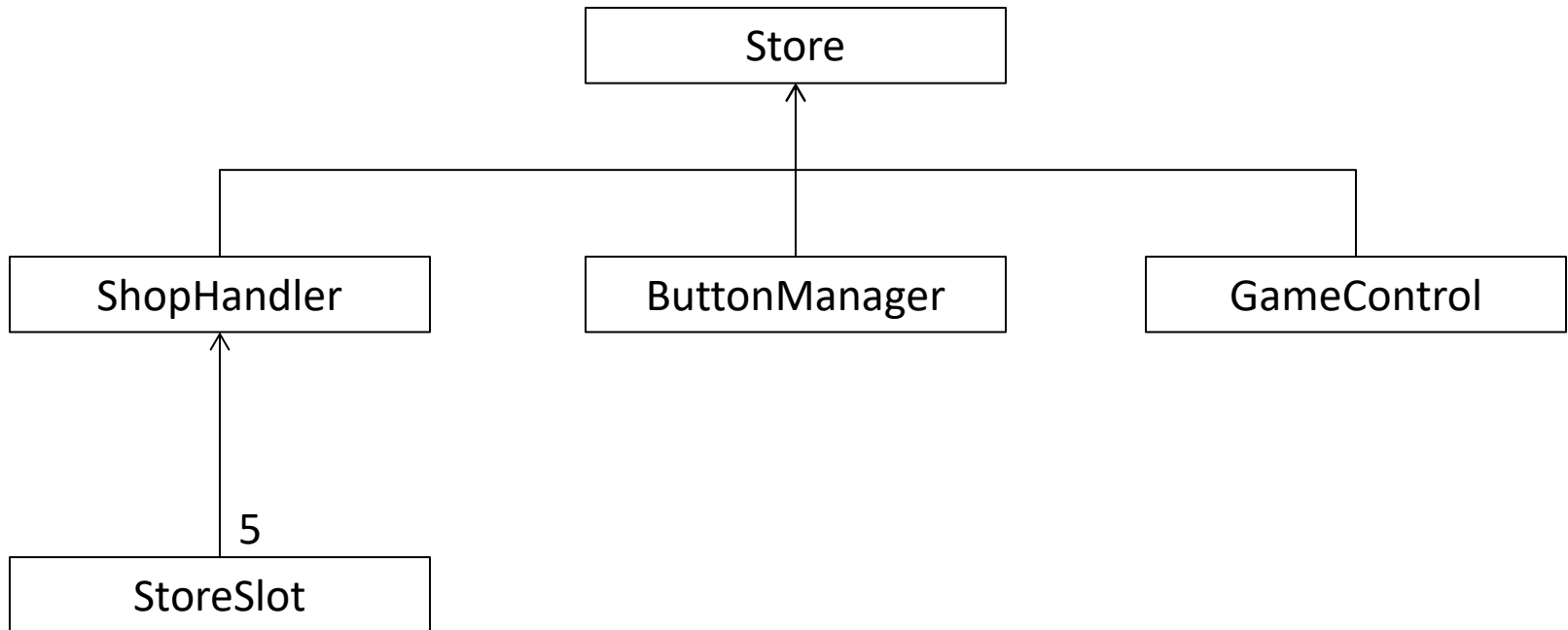
User Interface Layer

System Layer

OS Layer

Application

UML Diagram

Objects

Scenes

UML: Store

UML: Dungeon