

Controller

GameControlle

GameControllerSt

+ nextState: GameContro

+ getNextState(): void + Action(): void + switchState(): void

StartMenu

+ StartMenu(boolean, int) + getNextState(): GameControllerState + Action(): void

ChooseCloudTile

+ ChooseCloudTile(Cloud)
- takeStudents(map<Student, StudentPosition>)
+ getNextState(): GameControllerState
+ Action(): void

\_+ currentState: GameControllerState

+ changeModel(): void

