

Playground
rings #
tasks
Score = Num
timer = Num
record = Num

• =

Set
ball = ★
count = Num
object_on_board
state = T/F

★ =

Ball			
	prev#	rings	Num
color	next#		
pos_x	z Num		
pos_y	z Num		
position z [x,y]			
object_on_board			
state z T/F			

Rings

first_ring
second_ring

Sets = •

first-common-ball = ★

second-common-ball = ★

pos_x = Num

pos_y = Num

position = [x, y]

object_on_board

state = t/F

Ring

balls_count = Num

balls = [★]

Sets = •

pos_x = Num

pos_y = Num

position = [x, y]

object_on_board

state = T/F

Tasks

ball = ★

count = Num

pos_x = Num

pos_y = Num

position = [x, y]

object_on_board

state = T/F