

ServiceLayer

```
classDiagram
    class GameController {
        -currLevel : Level
        -levels : List<Level>
        -player : Player
        -messageHandler : EventHandler
        -gameOver : bool
        +play : void
    }
    class Starter {
        +createPlayers(Point, Level) : List<Player>
        +parseLevel(List<data>, Player, bool) : Level
    }
    class EventHandler {
        <<Singleton>>
        +Print : void
        +chosePlayer : Player
        +InputReciever : Integer
    }
```

The diagram shows three classes in the ServiceLayer package:

- Class: GameController**
 - Attributes: `-currLevel : Level`, `-levels : List<Level>`, `-player : Player`, `-messageHandler : EventHandler`, `-gameOver : bool`
 - Operation: `+play : void`
- Starter**
 - Operations: `+createPlayers(Point, Level) : List<Player>`, `+parseLevel(List<data>, Player, bool) : Level`
- Class : EventHandler (Singleton)**
 - Operations: `+Print : void`, `+chosePlayer : Player`, `+InputReciever : Integer`

