

LeaderBoard	
Sort leaderboard Add new player	Player Serializable

GameController	
Handle SnakeTask UpdateGUI	View Model Snkae Grid

Player	
Get player name Get player score Get date Get ramk Compare to	Comparable Serializable

GameGrid	
Add snake Generate food	Snake Point

Point	
Equals Set coordinate Get coordinate	

GameModel	
Get snake Get leaderboard Refresh model	Snake Leadaerboard

SaveLeaderBoard	
Serialization Deserialization	Serializable

GameView	
Set game GUI	GameModel

Snake	
Move Eat Die	Point

GameMain	
Start GUI	GameModel GameView GameController