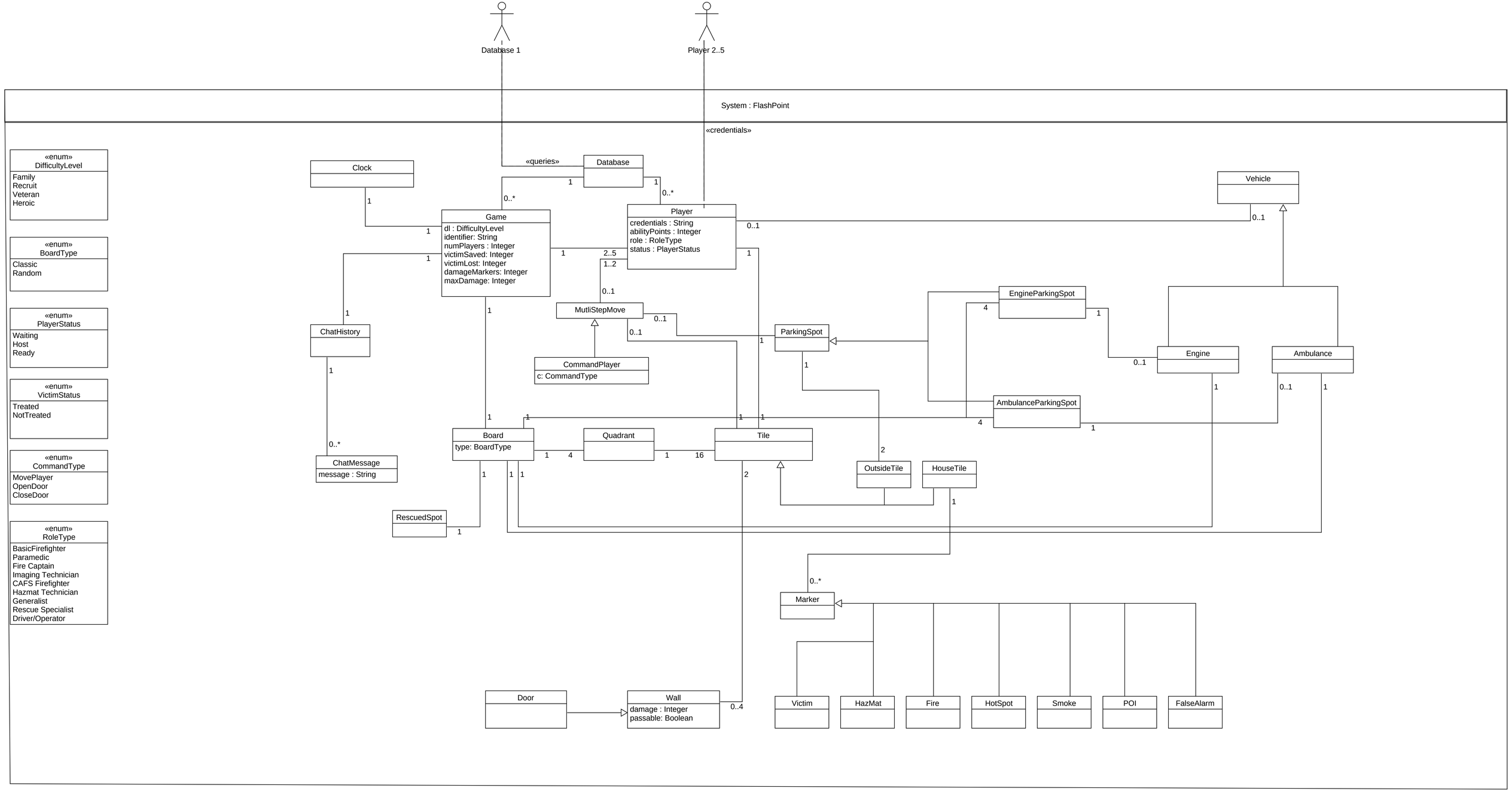
Database 1
Player 2..5
System : FlashPoint
«credentials»
«queries»
Database
Clock
Game
dl : DifficultyLevel
identifier: String
numPlayers : Integer
victimSaved: Integer
victimLost: Integer
damageMarkers: Integer
maxDamage: Integer
Player
credentials : String
abilityPoints : Integer
role : RoleType
status : PlayerStatus
Vehicle
EngineParkingSpot
Engine
Ambulance
AmbulanceParkingSpot
MutliStepMove
CommandPlayer
c: CommandType
ParkingSpot
ChatHistory
ChatMessage
message : String
Board
type: BoardType
Quadrant
Tile
OutsideTile
HouseTile
RescuedSpot
Marker
Door
Wall
damage : Integer
passable: Boolean
Victim
HazMat
Fire
HotSpot
Smoke
POI
FalseAlarm
«enum»
DifficultyLevel
Family
Recruit
Veteran
Heroic
«enum»
BoardType
Classic
Random
«enum»
PlayerStatus
Waiting
Host
Ready
«enum»
VictimStatus
Treated
NotTreated
«enum»
CommandType
MovePlayer
OpenDoor
CloseDoor
«enum»
RoleType
BasicFirefighter
Paramedic
Fire Captain
Imaging Technician
CAFS Firefighter
Hazmat Technician
Generalist
Rescue Specialist
Driver/Operator