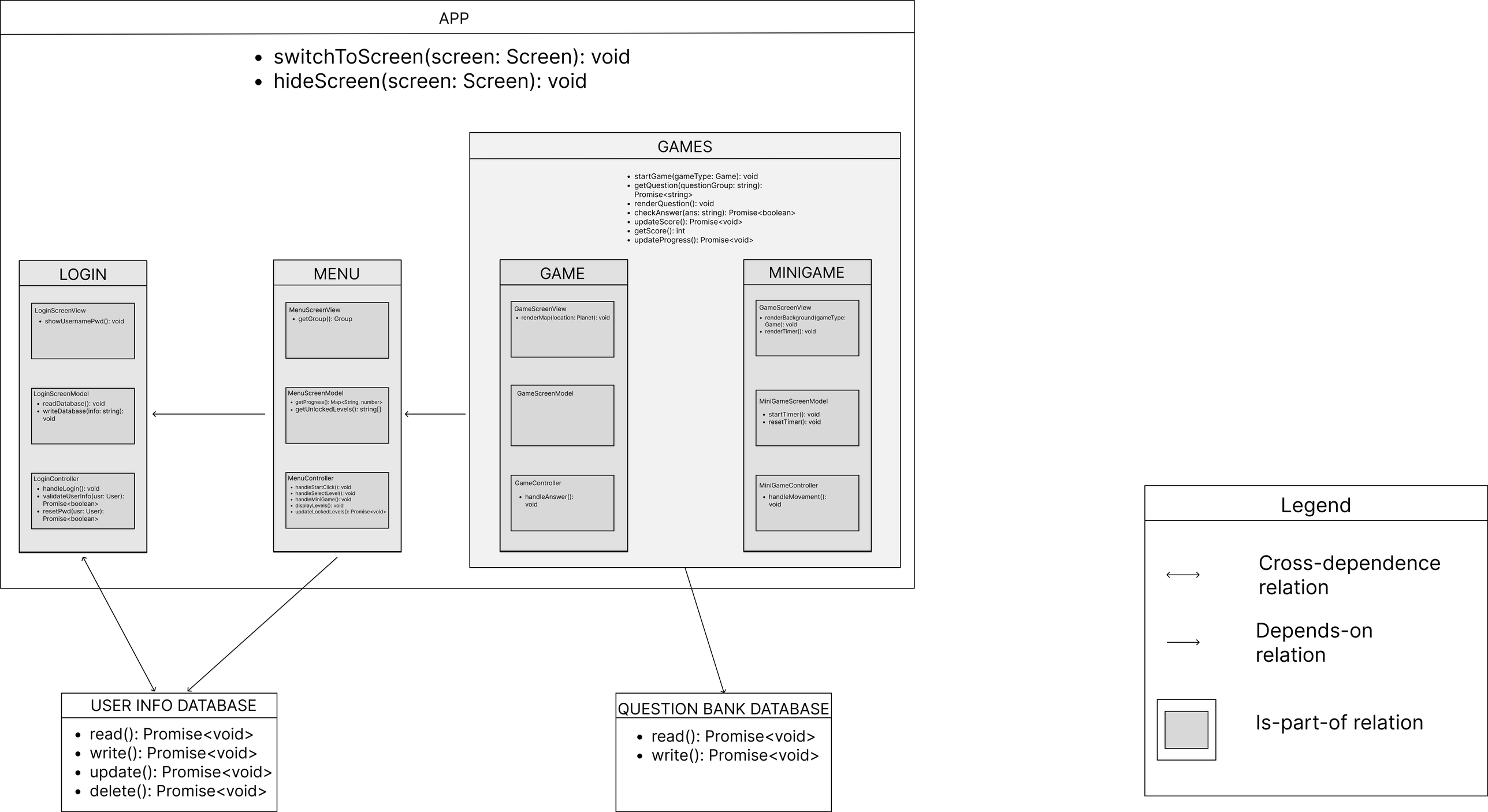
APP
switchToScreen(screen: Screen): void
hideScreen(screen: Screen): void
GAMES
startGame(gameType: Game): void
getQuestion(questionGroup: string): Promise<string>
renderQuestion(): void
checkAnswer(ans: string): Promise<boolean>
updateScore(): Promise<void>
getScore(): int
updateProgress(): Promise<void>
LOGIN
LoginScreenView
showUsernamePwd(): void
LoginScreenModel
readDatabase(): void
writeDatabase(info: string): void
LoginController
handleLogin(): void
validateUserInfo(usr: User): Promise<boolean>
resetPwd(usr: User): Promise<boolean>
MENU
MenuScreenView
getGroup(): Group
MenuScreenModel
getProgress(): Map<String, number>
getUnlockedLevels(): string[]
MenuController
handleStartClick(): void
handleSelectLevel(): void
handleMiniGame(): void
displayLevels(): void
updateLockedLevels(): Promise<void>
GAME
GameScreenView
renderMap(location: Planet): void
GameScreenModel
GameController
handleAnswer(): void
MINIGAME
GameScreenView
renderBackground(gameType: Game): void
renderTimer(): void
MiniGameScreenModel
startTimer(): void
resetTimer(): void
MiniGameController
handleMovement(): void
USER INFO DATABASE
read(): Promise<void>
write(): Promise<void>
update(): Promise<void>
delete(): Promise<void>
QUESTION BANK DATABASE
read(): Promise<void>
write(): Promise<void>
Legend
Cross-dependence relation
Depends-on relation
Is-part-of relation