BreakOut UML class diagram

**Revision history**

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| **Version** | **Date** | **Author** | **Description** |
| 0.1 | 15/09/2018 | Buecherwurn | Creation of initial version. |
| 0.2 | 16/09/2018 | Gendler | Reversal of implementation arrows.  Addition of multiplicities to aggregation and composition relations.  Redrawal of some arrows.  Addition of methods to Collideable, Movable, GameWindow and all of game objects.  Addition of attributes to the GameWindow. |
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