## LightCharacter

+ characterName: String
- totalTime: int
- onTime: int
- occulting: bool
- rampTime: float
- rampPerMilli: float

+ LightCharacter(characterName: String, totalTime: int, onTime: int, rampTime: float)
+ LightCharacter(characterName: String, totalTime: int, onTime: int, rampTime: float, occulting: bool, minLight: int)
+ Update() : void
+ LoopControl() : float

## GroupCharacter

- loopTime: int
- loopAmmount: int

+ Update() : void
+ GroupCharacter(characterName: String, totalTime: int, onTime: int, rampTime: float, occulting: bool, loopTime: int, loopAmmount: int)

## WeakGroupCharacter

+ Update() : void
+ WeakGroupCharacter(characterName: String, totalTime: int, onTime: int, rampTime: float, occulting: bool, loopTime: int, loopAmmount: int)

## Menu

- options: Option[]
+ ammountOfOptions: int

+ Menu(options: Option[], ammountOfOptions: int)
+ ChangeMenu(newMenu: int) : void
+ ChangeOption(changeValue: int) : void
+ Display() : void
+ ActivateOption() : void

## Option

+ type: OptionType
+ target: int
- title: char[]

+ Option(title: char[], type: OptionType, target: int)